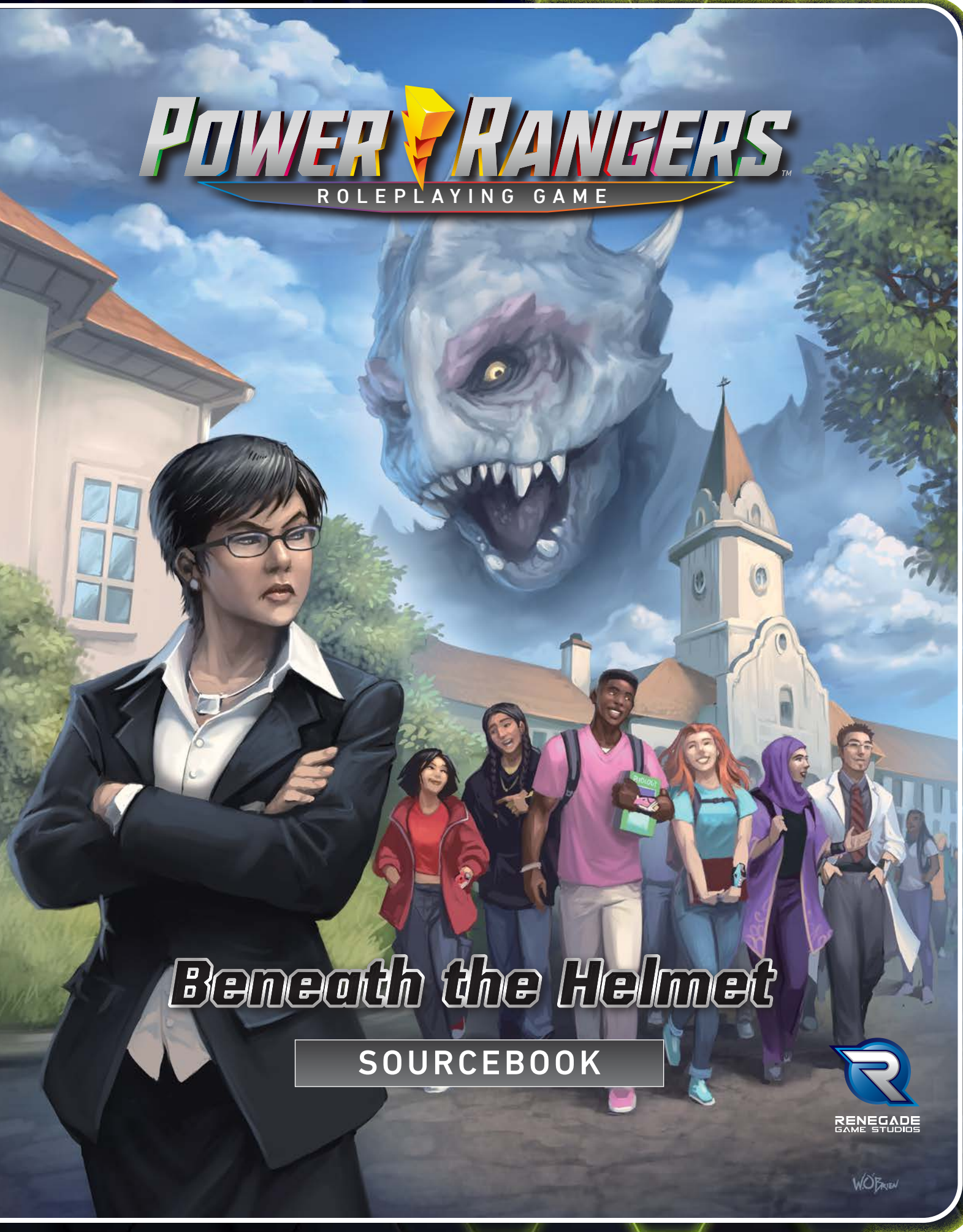
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ROLEPLAYING GAME
Beneath the Helmet
SOURCEBOOK
RENEGADE
GAME STUDIOS
W.O'Brien

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Beneath the Helmet presents new story opportunities for teenagers with attitude in any ***Power Rangers Roleplaying Game*** campaign. How does your Ranger balance saving the world with pop quizzes, performance reviews, and the challenges of everyday life? And what happens when your principal or boss is more of a monster than they appear?

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ROLEPLAYING GAME

BENEATH THE HELMET

Sourcebook

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ROLEPLAYING GAME

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Sourcebook

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TABLE OF CONTENTS

Introduction 4
Contacts 5

Chapter 1: Band of Heroes 9
Narrative Ties 9
Mission, Motivation, and Enemies 11
Team Bonuses 12
Creating Home Base 13
Building Base Challenges 15
Multiple Bases 16
Sample: Reefside High 16
The Command Center 17
Space Patrol Delta (S.P.D.) Home Base 18
Sample: Hayley's Cyberspace 19
Team Contacts 20
Downtime 22

Chapter 2: Who Wears the Helmet? 29
New Origins 29
New Influences 32
Character Motivations: Going Beyond Bonds 35
Asking Why: Creating a Motivation 35
Motivation as A Guide for Players and Game Masters 35
Choosing and Playing a Challenging Motivation 36
When To Change a Motivation 36
Roles 37
Roles and Spectrum Perks 48
General Perks 50
Form Perks 51
Grid Powers 56
New Contacts 57

Chapter 3: Helmets, Morphers, and More 61
Introduction 61
General Mundane & Season-Specific Gear 62
Energems & Dino Drives 63
New Weapons 64
Shields 67
Battlizers 67
Vehicles 68
Zords and Zord Features 71
New Zord Features 71
Alternate Megaform Combinations 73
Dino Thunder DinoZords 74
Dino Charge Zord System 81

Chapter 4: Challenges a Flying Kick Can't Solve 87
Introduction 87
GMing the Alter Ego 88
Pacing the Punches 90
Deepening their Development 91
Creating Mundane Story Arcs 91
NPCs: Windows to The World 95
Show, Don't Tell 96
Reinforcing The Story 96
Facing The Foil 97
One NPC Short, Two Many NPCs 98
Mundane NPCs as Threats 99
Challenging the Team 99
Downtime for GMs 100

Chapter 5: Threats 115
Introduction 115
Make My Villain GROW! 115
Rapport With the Rogues 116
Scaling Up Scourges 116
Threats by Type 117
Mesogog's Army 118
Sledge's Outlaws 140
Sledge's Core Crew 152
Lord Arcanon's Subjects 162

INTRODUCTION

Welcome to ***The Power Rangers Roleplaying Game: Beneath the Helmet Sourcebook***, a guide to the Dino Thunder, Dino Charge, and Super Dino Charge seasons as well as a wealth of information on how to breathe new life into the heroes' lives when they're not kicking butt! In this book, you'll find:

Chapter 1: Band of Heroes peels back the layers on our heroes to ask: who are they, and why were they chosen to wield the powers of the Morphin Grid? By exploring these questions, characters and Game Masters (GMs) more fully develop their characters and teams. From there, it focuses on the team to explore their purpose and which enemies they face, examining both from a story standpoint and the mechanics of a team's mission and headquarters. Finally, the chapter explores how to handle the end of a Power Rangers team and what characters do in their downtime between saving the city or the world.

Chapter 2: Who Wears the Helmet explores new Influences, Origins, Roles, Perks, and grid powers inspired by the three seasons. Do you want your character to be a professor like Dr. Tommy Oliver, or perhaps you wish to be like Heckyl and use your evil power to protect the Grid like the Dark Ranger? You'll find those options and more in this chapter.

Chapter 3: Helmets, Morphers, and More opens a trove of equipment, gear, Energems, and Zords from the selected seasons to add to your game. You'll find it here whether you want your team to wield the cosmic Energems like Koda and Tyler Navarro, or if your group needs flexibility in making their Megazords.

Chapter 4: Problems a Flying Kick Can't Solve is primarily for GMs. This toolkit chapter gives GMs more information about how to involve the players in alter ego storylines that develop alongside the martial arts excitement of the Rangers' Morphed forms. With advice, tools, and even mundane threats ranging from school bullies to anti-Ranger politicians. The chapter also includes DM tips for downtime, such as how to tailor downtime stories for a character or how to build adventures that tap into the characters' downtime efforts.

Chapter 5: Threats is a greatest hits collection of baddies from among Mesogog's Army (as faced by the Dino Thunder Rangers), Sledge's Outlaws (as faced by the Dino Charge Rangers), and Lord Arcanon's Minions (as faced among the outlaws in Super Dino Charge).

Contacts

In the ***Power Rangers Roleplaying Game***, a Contact is a non-player character (NPC) that players can call on for help. As Contacts are referenced in Chapter 1 and Chapter 2, we present their rules here:

A Contact could be a character elsewhere in the scene who can contribute when needed. For example, the player characters coordinate with Alpha 5 back at the Command Center while they work to stop a monstrous threat. When they need additional information or a power-up, they can call on the helpful robot for help.

A Contact could be a non-combatant accompanying the squad whose skills come in handy. For example, when Power Rangers escort Hayley Ziktor through Mesogog's volcanic base, Hayley can share her technical expertise to help the Rangers overcome dino-tech foes.

A Contact can even be miles away but reachable through telecommunications or even by recalling sage advice from the past. For example, when a Phantom Ranger waits for the right moment to appear when the Rangers need help.

Contacts aren't there to overshadow the player characters (PCs). As a background element, they don't roll Skill Tests to use their Perks, and the range of their abilities is intentionally vague. Contacts can't be targeted or harmed. Imagine a Contact is as competent as any PC in the scene. They spend their actions being helpful every turn in ways that only take effect when the players spend Allegiance Points to gain the benefits of a Contact Perk.

Gaining Contacts

Player characters acquire Contacts during their campaigns. Each Contact stat block includes 1 to 3 methods to acquire the Contact, typically by interacting with them between missions and completing skill challenges. However, with the GM's permission, PCs can gain Contacts organically through a campaign's narrative or even through a character's backstory. For example, a player could decide they're Professor Tommy Oliver's best student. When in trouble with Principal Randall, the character could call Professor Oliver to help get them out of detention.

Summoning Contacts

Player characters call on their Contacts for aid with a special Standard action.

Summon Contact: You can call on an available Contact once per scene as a Standard action. Your group can use your Contact starting this turn. The Contact remains available until the end of the scene or until they run out of Allegiance Points.

The nature of the summoning is up to the players, the GM, and the narrative. Contacts could be on location with the PCs, elsewhere in the scene. Perhaps they're taking cover or preoccupied with their own objectives. Alternatively, they could be accessible through communication devices, using their Contact Perks through advice or remote weapons. Summoning a Contact could even be harkening back to a conversation that's gained new relevance. The GM ultimately decides if a Contact can be called based on the nature of the aid they can provide.

For example, Keeper (found on page 58) has three Contact Perks. A PC could recall Keeper's teachings about focusing Energem power to release a surge of power. The Ranger with Keeper as a Contact could activate his "Energem Blast" Contact Perk even if Keeper isn't in the scene. Conversely, "Getting to Safety" makes it clear that Keeper is using his power to teleport from the same location to somewhere else, which is hard to justify if he isn't there to do it. Keeper's other Contact Perk, Energize, implies he's there to enhance a Ranger's protection. It could be argued that Keeper's a mentor who taught the Ranger how to improve their defenses, letting them channel their inner Keeper when faced with a challenging enemy.

Using Contacts

Once summoned, Contacts help the PCs to the best of their abilities.

Player characters can use Contacts they've summoned by spending a unique resource called Allegiance Points. Contacts enter a scene with a pool of Allegiance Points, usually 3. The players can choose to spend Allegiance Points to benefit from a Contact Perk. The players must agree on what they spend Allegiance on and how much. Contact Perks cost 1 to 3 Allegiance Points.

In combat, Contacts act at Initiative 0 beginning on the turn they are summoned. A Contact's Initiative score can't change unless an option changes it. On the Contact's turn, the players can choose from the Contact's list of Contact Perks, spending the listed Allegiance Point cost. If the players don't want to use any of the Contact's Perks this turn, they don't have to.

Outside of combat, summoned Contacts act as they're needed. The players decide when their summoned Contacts act, typically choosing the order that makes the most sense for their goal.

Contact Exits

When a Contact runs out of Allegiance Points, they either leave the scene or fade into the background. GMs can still use them narratively, as they are characters in the campaign and not disposable equipment. However, remember that the Contact rules are meant to impact the game in a way consistent with the character's significance to the setting and plot without requiring much time and energy.

If a scene ends and a Contact still has unspent Allegiance Points, they might be available to summon again in a later scene, depending on the narrative.

Unless the mission states otherwise or the narrative justifies an exception, Contacts only regain Allegiance Points after the mission, at which point they regain all their Allegiance Points.

Reading a Contact Stat Block

Contact stat blocks provide the following information in the following order:

Name: The Contact's name, whether it's a character's proper name (Keeper), a title (Raptor Rider Technician), or a descriptor related to their purpose in the story (Mysterious Stranger).

Description: A brief summary of who this character is, what they look like, and how the GM should roleplay them.

Gaining a Contact: 1 to 3 methods to gain this NPC as a Contact. Some methods allow for temporary or limited access, while others make the Contact permanently available to summon. Gaining a Contact permanently involves more complex requirements to achieve, and often asks the GM to create scenes during downtime to accommodate them.

Allegiance Points: The amount of Allegiance Points the PCs can spend on Contact Perks when they summon the Contact, typically 3.

Contact Perks: 1 to 3 Perks, in alphabetical order, that describe the benefit of the Perk and how many Allegiance Points it costs to use.

CHAPTER 1

BAND OF HEROES

Playing a Power Ranger is more than just picking a spectrum and a signature weapon. It's about being a hero who is part of a team. Before filling out any character sheets, you and the other players need to collaborate with your Game Master on the type of Power Rangers team that you want to play. But wait, isn't that the Game Master's job?

It's easy to fall into the trap of thinking that the Game Master should bear the lion's share of designing the Power Rangers team. After all, they are responsible for creating the adventures and can inform you how to generate their Rangers to best interact with the world (or universe!). However, this is your campaign, too, and you might have your own ideas and preferences regarding how your Power Rangers team should be designed.

This chapter gives you all the tools you need to flesh out your Power Ranger hero and their team and is designed to complement the character creation rules given in the ***Power Rangers Roleplaying Game Core Rulebook***. Here you'll find advice on creating a team and building a home base. You'll also find advice on evolving your characters during play, from making and using contacts to filling your downtime between adventures to ending your team once the battles are over.

Narrative Ties

When building your Ranger team, you'll want to ensure they're grounded in the world they're trying to protect. This section helps you develop those narrative and emotional ties to the world and each other. Your whole table should work on this section together and answer the questions as a group.

Your One Thing

Everyone on your team should have one thing in common. This may not be the sole force that unifies them, but it can help as a launching point for connected roleplaying and character development. When your Rangers start to let their self-interest take over, you, as players, can return to the One Thing to remind yourselves (and your characters) of where they came from and what they're about.

The One Thing doesn't have to be a profound declaration of emotional depth. It can be as simple as "We all go to the same high school." Maybe you're all musicians or play sports, or English is your best subject in school. But a more emotional One Thing can make for a strong connection. Maybe you all share the same dream or have the same mentor.

Even the most adversarial of teams can find some common ground. If your characters are beginning the story as strangers or rivals who must learn to work together, perhaps their One Thing is an ambition they share—to defeat the strongest fighter, to become Homecoming Queen, or to become the next leader of an intergalactic civilization.

Shared Threads

In addition to having your One Thing, you can connect every two characters with a shared thread. This thread represents the state of their relationship at the beginning of the story you're telling each other. Take turns going around the table and establishing a single thread between two characters until every character has a thread with every other character.

For example, when Connor, Kira, Trent, and Ian play together, Connor should have a thread with Kira, a thread with Trent, and a thread with Ian. Kira should also have a thread with Trent and one with Ian. Trent and Ian should also share a thread. In situations where you don't have the time or prefer characters to be more loosely connected, consider each character connecting with two others on the team. This allows a little more mystery and

opportunities for in-game character development while creating ties among the characters.

When building a thread, the players of both characters choose one of the types below (or create their own) and work together to answer the prompts or explain how the connection type applies. These prompts determine who gets to come up with important details about the characters' relationships, but you should always ensure that both of you are satisfied with the result before moving on. If you're unsure which ways to connect characters by the threads, consider how the characters' Origins and Influences could interact.

FIRST IMPRESSIONS

You know of each other, but you've barely spoken, if at all. Create a rumor you've heard about the other character. The other player gets to decide if it's true.

RIVALS

You both want the same thing, but you both know there can only be one to gain or achieve it. Name a quality in the other character that your character admires but has difficulty obtaining.

CRUSH

One of you has a crush on the other, which may or may not be mutual. If you are the one who is crushing, name the most outrageous thing you have done to get your crush's attention. If you are the object of a crush, decide how aware you are of the other person's feelings.

CLOSE FRIEND

You have known each other for a long time and know each other better than you know yourselves. Name or work together on one fact about the other character that only a few know.

SHARED STRESS

The two of you experienced something together that you'll never forget. Maybe you were both attacked before you got your Ranger powers together or met in the same painful detention session. Decide together how you helped each other through that time and why you fight to never let it happen to anyone else.

TEAMMATES

You work together on something in your daily life. You could be science lab partners, sworn to serve the same organization or ideal, or actual teammates on a sports team. Decide together a special move that you two routinely perform together while working together: a football play, a technique behind the café counter, or something else.

TIP: MIX IT UP

Including more diverse team dynamics make your characters' interactions more meaningful and realistic. Building out your characters' initial opinions and relationships with others can help with role play both in and out of costume. Imagine being recruited to a super-secret group of local heroes with your best friend and your crush. It's like a dream! Except…the quarterback from the rival school's football team is also here, and he's got eyes for your crush too. Or maybe your character doesn't know anyone else on the team except her lab partner, who is so popular that everyone knows her. Mixing and matching makes for a quick and easy shorthand to start building your relationships.

World Tie

In addition to ties between teammates, your character should have some tie to the world the story takes place. Choose one of the following or make up your own, then share with the group. By creating a tie, you can build a part of the world you'll be playing around in. Work with the GM to flesh out the parts of your community to which your character is tied.

ACTIVIST

You are fighting to protect something in your community using regular and mundane means. Maybe you collect signatures to save the local population of an endangered species of plant. You might be protesting the closingof the local library. What threat do you face, and why is this battle so important to you?

FAN

A local artist, band, or sports team has captured your attention. You go to all their shows or games, and you're like a walking encyclopedia of trivia about them. What experience or piece of fan memorabilia are you dying to get your hands on?

REGULAR

You spend so much time in a space that it might as well be your second home. It could be a café, a

movie theater, or anywhere else. The people who work there all know your name and look forward to seeing you. What is one thing you've always wanted to do in this space?

STUDENT

Something about this locale interests you, and you spend your free time trying to learn more about it. Your home area might be home to an archaeological dig site or a TV station where you intern. What is one question that you hope your studies answer?

Mission, Motivation, and Enemies

Your Ranger team has been brought together for a common purpose. Whether that purpose is defeating an evil space warlord or stopping a prehistoric threat, it serves as the background of the story you're telling together. The Game Master determines your challenges, but as players, you help drive the story. This section can give everyone an opportunity to discuss the campaign's trajectory. It also includes examples from the perspective of the Dino Rangers.

When creating your team, take some time to answer the questions in this section for both your individual characters and the team as a whole.

Who Are You Fighting?

It's important to understand what makes an enemy an enemy. What do they want, who are they hurting, and what kinds of tactics do they use? The more questions you can answer about this, the easier it is to draw a line between your Rangers and their adversaries. Are they monstrous combatants who lash out at anyone they see, or are they cold, calculating strategists? Do they cause mayhem in broad daylight, or do they prefer to do their evil deeds unnoticed under the cover of night?

Enemies don't always look like monsters from outer space. Sometimes they can be people who live in your town! A cruel teacher who refuses to let your characters express themselves in class, or a greedy landlord seeking to shut down popular community spaces can be just as worthy an adversary, though your tactics for defeating them might look a little different. Human enemies can create great secondary plots or complications that interfere with your Rangers' main struggle with their otherworldly foes. For more GM guidance on mortal complications, see Chapter 4.

EXAMPLE

As Dino Rangers, you fight against the sinister Mesogog, a humanoid dinosaur whose aim is to conquer Earth and return it to the age of dinosaurs. Mesogog schemes from the safety of his hidden lab, where he doles out orders to his generals and their grunts. Mesogog's cronies love setting clever traps and making moves behind the scenes, but they aren't above getting into a tussle in the middle of Reefside.

What Are You Fighting For?

Power Rangers often fight enemies that threaten the entire Earth or galaxy! But consider giving your Rangers something more personal to fight for as well: a family to protect, friends at school, or ties to a local café or hangout.

Use the World Ties section under Narrative Ties to answer this question more thoroughly and flesh out the campaign world with people and places your Rangers are attached to.

EXAMPLE

It would be a total bummer to send Earth back to prehistory. They didn't have soccer, guitars, or video games in the Mesozoic Era! As Dino Rangers, it's your job to prevent this from happening. But you're also fighting to make your mentor proud. Your science teacher, Dr. Tommy Oliver, can't stop Mesogog alone. He relies on you as much as you rely on him.

What Rules Do You Follow?

Power Rangers have rules: never use your power for personal gain, never escalate a battle unless your enemy forces you to, and never reveal your identity to non-Rangers. But are there other boundaries that your team has drawn? Do you kick an enemy while they're down? Do you always try to negotiate first? Are there times when you have to bend or break your rules; what are the consequences for that?

EXAMPLE

Your group has promised to have absolutely no secrets from each other. How should you fight alongside your fellow Rangers if you can't trust them? Nevertheless, the White Ranger harbors a devastating secret about the true identity of Mesogog, who is his father. He's caught between betraying his father's trust and his fellow Rangers' trust. It's not a good situation for him, but it makes for a great story!

What Gets in Your Way?

Sometimes, your responsibilities as a Power Ranger conflict with what you want to be doing. Maybe putties attack during a job interview or when you're in the middle of a critical discussion. Rangers aren't just motivated by their desire to stop evil; they have homework, jobs, family obligations, and all kinds of stuff going on that can make for interesting choices and storytelling when they conflict with the villains' machinations. Your character's Origin and Influences are perfect starting points for answering this question.

EXAMPLE

Your team never asked to become Power Rangers, yet the Dino Gems chose you. But your Red Ranger is an athlete and hopes to play for a highly competitive travel team this season. It would just be the worst for your squad if T-Drones attacked while he was off at tryouts. Would he abandon his dream to come to your aid, or put his alter-ego goals ahead of his Ranger duties and leave the team fighting evil short a Ranger?

Team Bonuses

In addition to their mortal challenges, every team has that one thing that makes them unique from other ranger teams. It's in the uniform, how they carry themselves, and the power that connects them as a team. When building your characters, choose a Team Bonus from this section. Everyone on your team has access to these features. If you're playing an existing team or alternates, such as an S.P.D. C-Squad or the "lost season" of R.P.M. Rangers, you may want to use that team's Form Perk as the team bonus. See Chapter 2 for more information on Form Perks.

Sometimes a Ranger from another team jumps in to lend their support. If you have such a Ranger at your table, they can choose a different team bonus but cannot benefit from the others' team bonus. If your group is made of trainees at a Ranger Academy, there might be a mix of benefits as your characters learn what it means to be a Ranger.

Team Bonus – Dino Rangers

The Dino Rangers are heroes who were chosen by the Dino Gems – the powerful remnants of the asteroid that caused the dinosaur extinction millions of years ago. The Dino Morphers were created from these gems, allowing the Dino Rangers to access dino-themed powers.

TEAM PERKS

Members of the Dino Rangers gain the following Perks, regardless of Role.

Prehistoric Wisdom: Your connection to the Dino Gems inspired you to learn more about the dinosaurs from which you inherited your powers. You gain ↑2 on Smarts Essence Skill Tests involving dinosaurs or other prehistoric life forms.

Super Dino Mode: You call upon all the prehistoric strength of the Dino Gems to upgrade your suits to Super Dino Mode. Your team gains the following benefits while in uniform:

- You gain the Harden Armor Grid Power, and the maximum number of times you can take the Perk increases to 4.
- Your melee attacks deal 1 extra sharp damage from the spikes on your Super Dino Armor.

Team Bonus – Mighty Morphin

The Mighty Morphin team was recruited by Zordon to fight the evil Rita Repulsa using the Power Morphers. They are the first Power Rangers team on Earth, with a long history of keeping the world safe.

TEAM PERKS

Members of the Mighty Morphin team gain the following Perks, regardless of Role.

Hand-Chosen for a Reason: When a Mighty Morphin Ranger leaves the team, Zordon chooses a new one himself. You're already a skilled individual in your own right. Choose one Skill. You gain ↑1 when making Skill Tests with that Skill.

Well-Oiled Team: The Mighty Morphin Rangers have been at this for a long time. From the overall team's experience, you gain the following benefits:

- You gain the extra Grid Power Perk.
- Once per scene, when firing the Power Blaster or other combined weapon, you can change the result of one required Skill Test from a failure to success.

Creating Home Base

Your home base is where you and your fellow Rangers rest and recuperate, plan your next move, and discuss Ranger business. This section provides guidelines for creating your own base and includes several examples to get you started.

Describe Your Base

The first thing you must do is determine where your team chooses to put their base. Consider how easy you want it to be for people to get to: does your group meet somewhere secret like the Command Center, or do you often collaborate somewhere public that's easy for everyone to get to without arousing suspicion? You can shape the look and link to your team from that decision.

LOOK

Decide how your base is decorated. Does it have a friendly and welcoming vibe to it? Is it sleek and professional? How much of your Rangers' personal styles are visible? Each player should identify something in the base that their Ranger strongly reacts to, good or bad. Maybe their favorite band's tour poster is hanging on the wall of the cyber café, or there's a strange machine in the high school science lab that gives off a noise that annoys them.

LINK

At least one of your Rangers should have an explicit link to the home base. Do they volunteer or work there part-time? Are they the president of the school club that meets in that room? Did they have to secure this home base from an enemy before they could establish it? Determine what relationship, if any, each Ranger has to the space. You can also use your character's link to establish a connection between their Origin or Influence and their base. If your base is a coffee shop, a character with the Crowdpleaser Influence (see page 33) might play there on Friday nights with their jazz band. If your base is a high school classroom or club room, a character with the Brainy Origin might be able to leverage its resources with her Origin benefit.

Identify NPCs

Your home base usually isn't empty when your team's not there, and it's rare for Rangers to be alone without support or challenge on their home turf. Most of the time, characters can rely on at least one ally who knows about your character's status as a Ranger who hangs out at your base. But if your base is in a public spot, you may also populate it with other NPCs. Several core categories of NPCs might appear in scenes that take place in your home base: mentors, stewards, friends, and enemies.

MENTORS

Mentors are characters who know your Ranger status. Perhaps they were even a Ranger once! They provide your Rangers with important information about whom you're fighting and how, and what it truly means to be a Power Ranger.

Building a powerful mentor character who can join you in your adventures may be tempting but be careful. This story is about ***your*** Rangers. A mentor character like Dr. Oliver joining you can be fun for a few missions, but he never pulls the focus away from the teenagers for long. You should devise a few reasons why that character can't or won't join the fray directly. It can become an exciting plot point to uncover why they can't solve the problem themselves.

STEWARDS

Stewards are characters who look after your base while you are away and assist you in some way while you're out on a mission. They likely know your Ranger status. If your home base is a public space, the steward might also oversee it: the librarian, the general manager, or someone else responsible for maintaining the space. For example, Hayley Ziktor runs the café where the Dino Rangers hang out, but she also has a hand in creating and upgrading their equipment.

FRIENDS

Friends probably don't know about your Ranger status. You might know them from school, work, your sports team, or they could be family. While adversaries may threaten your friends and require you to kick some dino/alien butt on their behalf, they're also characters who can further your Ranger's Alter Ego story.

ENEMIES

It might seem weird, but it's possible that enemies can infiltrate your base! Human enemies are especially proficient in covertly gaining power and influence over public spaces and using that power to attack you. Your school principal might spy on your meeting in the high school band room. The corrupt mayor might get coffee at the same café where you plan your next moves. These can add a sense of danger or risk to your team's headquarters and the opportunity to learn from your team's enemies!

Choose Features and Drawbacks

There are pros and cons to any location you choose to make your own. Some are easier to get to, others are harder to find. When you create your base, add two features and two drawbacks to its description. You can use the ones listed here or create your own, but make sure that your features and drawbacks don't contradict each other. For example, it probably doesn't make sense to choose both the hidden feature and the exposed drawback.

FEATURES

Choose two of the following features for your base, or create your own:

Connected: When you need an answer about something related to the mission, chances are that someone or something at this base has you covered. This could be a strong internet connection, a hidden book collection, or the hangout spot of veteran

Rangers. Choose one of the following Skills: Culture, Science, or Technology. Your characters gain ↑1 on Skill Tests in that Skill while inside your base.

Enriching: Spending time in this base can improve your life in many ways. Your base may be a school full of new things to learn. Or maybe it's a dance studio where you and your teammates work on your athleticism and coordination. When your entire team shares a scene in your base, you each gain an Edge on one enriched Skill when doing a Skill Test during the next mission.

Fun: A fun base is great for Ranger morale. This could be a restaurant, lounge, or somewhere else that is designed to be relaxing. When your team shares a scene in a fun base, you can each add a temporary +1 to a defense of your choice for the following scene.

Hidden: It is difficult for your enemies to find this base, even when they're looking. Perhaps because it's underground, camouflaged, or protected by a magical cloak. While your characters are inside your base, they have ↑1 on Infiltration Skill Tests.

Mobile: Your base moves around! It could be as simple as an RV or houseboat, or maybe a low-elevation spacecraft hovering over the city. Define a regular location for your base. To move it, characters must spend a number of Story Points equal to the number of Rangers on their team.

Protected: Something about your base makes it difficult for enemies to breach. This might be a physical barrier like a force field or advanced locks, or it could be social, like being on land your enemy can't afford to destroy. The Game Master must expend two Story Points to subvert these protections and send enemies after the base.

Drawbacks

Choose two of the following drawbacks for your base, or create your own:

Distracting: Something in your base makes it hard for you to focus. This could be a robotic pet, a really fun video game, or constant loud music on the speakers. While in the base, your characters always roll Alertness Skill Tests with a Snag.

Exposed: Your base is very public, and your enemies always know when you are here. Your characters have ↓1 on Infiltration Skill Tests while in the base or while infiltrating enemy territory after making plans in the base.

Shared: There are always other people using the space. Whenever characters are in the base, the Game Master may impose one of the following conditions:

- Characters must find a covert way to communicate or risk being overheard and blowing their cover.
- Characters must assist an NPC with something (homework, renovations, or something else) before moving on to Ranger business.
- Someone else has rented the space today. Characters must succeed on a Social Essence Skill Test to gain access to their resources or find somewhere else to go.

Characters can negate a GM-imposed condition by using one Story Point.

Uncool: If someone important saw you coming in or leaving this totally uncool place, it would mean the end of the world! Your characters have 1↓ on all Social Essence Skill Tests while inside the base or with people who see them coming and going.

Building Base Challenges

Features and drawbacks help your Game Master create new challenges for your Rangers to overcome. These challenges may require you to suit up or power down to deal with them. Some might require both!

As a GM, it can be difficult to walk the line between telling an interesting story and being too harsh on your players when you're bringing the fight to *their* turf. Building challenges that too often limit or block the use of base features might feel like you're taking things from your players. This is why drawbacks are so useful: they're a collection of angles at which you've all agreed are fair game. If characters go to an Uncool base, it's likely because they want to play a scene where a bully or someone they want to impress finds them there. Players who choose a shared base might want to show off the multiple languages their characters know to speak covertly with each other.

Multiple Bases

Some Ranger teams operate out of multiple bases. The Dino Rangers of Reefside, for example, spend time at both Hayley's Cyber Café and Dr. Oliver's laboratory. The café is great for rest and relaxation, as well as interacting with non-Ranger characters, such as classmates, coworkers, and crushes. On the other hand, the lab is tricked out with tons of technology that helps them research dino artifacts and keep tabs on Mesogog's goons.

Talk with your group about setting up multiple bases, each with unique characteristics. Discuss what scenes make more sense to take place at one instead of the other. But remember that while having multiple bases gives you a wider range of resources, it also gives the Game Master more opportunities to threaten those resources when building challenges for your Rangers.

Sample: Reefside High

Reefside is a typical American high school with all the facilities one would find at such a place. It has classrooms, club rooms, a library, a gymnasium, and plenty of school and office supplies.

Potential Links

Student: This Ranger is focused on keeping their grades up and participating in a club or two in addition to their Ranger duties.

Teacher: This Ranger works at the school molding the minds of Reefside's youth. They might feel an especially strong desire to protect their students.

Parent: This Ranger may have kids who go there, or they might have gone when they were young.

Features

Reefside is **protected** while Elsa is working undercover as the principal. As long as Mesogog finds it more useful to keep her as a spy, he doesn't send his foot soldiers to Reefside High.

Reefside is also **enriching** on account of being a school. Some of the lessons the Rangers might learn (or teach!) could come in handy out in the field.

Drawbacks

Reefside High is **exposed** to friends and enemies alike. When school is in session, Elsa keeps Mesogog apprised of everything the Rangers are up to.

High school is also totally **uncool**. No self-respecting teenager would spend more time there than they had to.

NPCs

Principal Randall is a stickler for rules, almost like she's allergic to students having any kind of fun at all. This is because secretly she is also Elsa, a loyal servant of Mesogog. She knows about the Rangers but cannot act on that knowledge at school without compromising her position.

Cassidy and Devin are students who are always searching for the next Ranger-related scoop. Though they aren't aware of who is beneath the helmets, they're often very close to finding out! Cassidy is superficial and bossy, constantly ordering the loyal Devin around, but he doesn't seem to mind so much.

Plot Seeds

Here are some plot seeds that may inspire further adventures surrounding this location:

- Your teacher is taking your class on a field trip to see the dinosaur exhibit in the local museum. You learn that another DinoZord egg may be on display there.
- Students are petitioning to save an old tree on campus that Principal Randall has authorized to be uprooted, probably because the tree sits on

top of an incredible source of prehistoric power.

- The class's hamster pet accidentally traveled with Elsa back to Mesogog's lab and got stuck in the geno-randomizer. Now a hamster-shaped monster is terrorizing kids on campus!

The Command Center

The Command Center is an ancient outpost established for threat surveillance and rapid response protocol. Despite its age, it is equipped with groundbreaking machinery and technology. Its most prominent element, the central plasma tube, maintains the consciousness of the base's time-locked creator.

Potential Links

Guardian In Training: This Ranger studies under Zordon to one day take up the mantle of mentor to future Power Rangers. They might be fully dedicated to fighting for justice even after they can no longer serve as a Ranger.

Next Generation: This Ranger is a relative or close friend of a previous Ranger that was stationed at the Command Center. They were either invited to use the previous Ranger's Wrist Communicator or ended up with it through other circumstances.

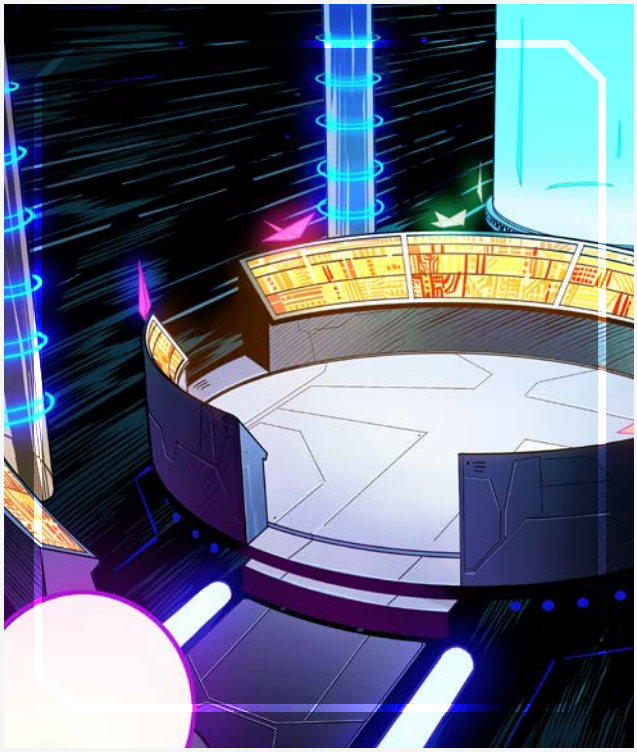
Squatter: This Ranger found their way into the Command Center after wandering through the desert for weeks on the verge of death. Strangely, no one authorized them to pass through the outpost's barrier, but the Command Center itself recognizes the character's tenacity.

Features

Protected: The location of the Command Center is a well-guarded secret and often requires teleportation to access safely. The Command Center is also outfitted with a protective barrier that only certain individuals are allowed to bypass.

The Game Master must expend two Story Points to subvert these protections and send enemies after the base.

Connected: The Command Center can access any point in space and even across different dimensions. Its transportation technology allows it to stream audio and visual information from nearly any source given the right coordinates.



While your characters are inside your base, they can spend one Story Point to request details or visuals on a subject of their choice. The Game Master can determine how much information is available to them.

Drawbacks

Confined: There aren't a lot of open areas for individuals to rest and recover in unless you are a machine. The Command Center only provides enough room for mission briefings, training, and equipment; personal needs must be met elsewhere.

Your characters cannot sleep or recover Essence Points while inside the base.

Cyber-Susceptible: The operations at the Command Center are powerful but delicate. The outpost's wide-scale communication channels leave it just as open to being hijacked electronically.

Whenever your characters use a Story Point inside the base to gain information, the Game Master gains a Story Point.

NPCs

Zordon of Eltar: The Command Center's stoic creator was once an intergalactic guardian but was banished into a time warp by Rita Repulsa. He continues his fight against evil, providing new Rangers with his millennia of wisdom from the energy tube which is the only way he can communicate with the outside galaxy.

Alpha 5: A sapient android created to serve as Zordon's hands and the Command Center's steward. Alpha never hesitates to voice his concerns, but he's always eager to help in any capacity, even as a mentor in Zordon's absence.

Plot Seeds

- Zordon's plasma tube is cracking, causing strange time anomalies throughout California. You need to acquire a special sealant to fix the tube but only the villains know where it can be found.
- A wall within the Command Center gives way, revealing an ancient labyrinth protecting a very important crystal.
- You notice that Alpha 5 is acting rude and nasty. Upon investigation, you learn that a strange signal is being broadcasted into the Command Center.

Space Patrol Delta (S.P.D.) Home Base

Set 20 years from now, Space Patrol Delta is a police organization dedicated to protecting the planet from alien threats. Earth has become home to many alien species; thus, the Power Rangers of S.P.D. aren't all human. S.P.D. is also an academy, training cadets to eventually become full members of the police force. S.P.D. on Earth is part of an interstellar police force, with other Command Centers spread throughout the galaxy. It has a dog aesthetic, symbolizing the all-but-extinct creators of S.P.D., a blue-scaled dog-like species from the planet Sirius.

S.P.D. is unique amongst Power Ranger teams in that there are two sets of Power Rangers. The main, experienced group, dubbed the "A-Squad," disappears on a mission, leaving S.P.D. to rely on its inexperienced and initially incomplete "B-Squad."

Potential Links

New Recruit: bright-eyed and bushy-tailed, the new recruit is here to make a difference. This idealism makes them an excellent S.P.D. officer, but their ideals and lessons need real-world experience. If the player characters are new officers, the recruit could be a foil in their class or look up to the characters if they're the more experienced officers.

Desk Sergeant: The desk sergeant has seen everything and earned a painful wound that keeps them from being in the field. Now they're reviewing reports, monitoring sensors, and making calls while living vicariously through younger officers and helping them avoid the accidents that got the sergeant behind a desk.

Drill Instructor: The Drill Instructor helps get the squads into shape. He has a military attitude and takes no lip from his charges.

Features

Connected: Between the on-duty officers, extensive case files, and many interplanetary bases, the S.P.D. home base is well-connected. Choose one of the following Skills: Culture, Science, Technology, or Streetwise. Your characters gain ↑1 on Skill Tests in that Skill while inside your base.

Stocked Lab: In her lab, Kat Manx works on the newest tools to fight intergalactic crime and to keep officers safe. S.P.D. officers in good standing gain ↑2 on Requisition Skill Tests.

Drawbacks

Exposed: The S.P.D. office has an area open to the public, making it easy for bad guys to see who comes and goes. Your characters have ↓1 on Infiltration Skill Tests while in the base or while infiltrating enemy territory after making plans in the base.

Rot Within: The sterling lead team, the A-Squad, secretly works for the Troobian Emperor Gruum (or Lord Drakkon in a *Shattered Grid* timeline game). Actions against the Troobians made from base either suffer ↓2 or require an additional Story Point to attempt from the interference. If only someone could find proof of this corruption…

NPCs

The following people can be found in this location:

Commander Anubis "Doggie" Kruger: A doglike alien and mentor of both squads of Power Rangers. He usually does what is best for the team and not necessarily what they want. He later becomes the Shadow Ranger.

Dr. Katherine "Kat" Manx: A catlike alien the head of Research and Development. She designs the weapons for the Power Rangers. It was her experiments with the S.P.D. Morphers that accidentally affected the B-Squad's scientist parents, leading to the children developing powers. She later becomes the Kat Ranger.

C-Squad and D-Squad: Lower ranks of future Power Ranger cadets. One member of D-Squad, Sophie, is a cyborg. If discovered, she would be expelled from the academy.

Plot Seeds

- **The C-Squad.** With the growing threat of the Troobian Empire and with the current B-Team gaining more experience, S.P.D. decides that it's time to give its back-ups more back-ups. You are tasked with ensuring these raw recruits have what it takes to be Power Rangers, but it won't be easy as the "C-Squad" has their own ideas on how to be heroes.
- **You Will Listen**! A group of cyborgs has decided to change society's opinion of them in the worst way possible: by infiltrating Delta Base and blowing it up! With A-Squad out on a mission, can the B-Squad discover and stop them in time?
- **Who Has Caged Who**? A recently incarcerated alien isn't exactly as contained as Delta Base believes. An agent of the Troobian Empire, this alien is using her mental powers to take control of key personnel and weaken the Base prior to a Troobian invasion!

Sample: Hayley's Cyberspace

Hayley's Cyberspace is an internet café, the most chill place to hang out after school. Many students from Reefside High flock here to catch up on their homework, grab a drink, and meet up with their friends. While this isn't the most secure base, rangers can get a lot of utility out of the cyber café's resources, especially when working with Hayley herself.

Potential Links

Part-Timer: This Ranger works at Hayley's, serving drinks and keeping customers happy.

Patron: This Ranger spends so much time at Hayley's that they practically have an assigned computer.

Features

The café is **connected** in every sense of the word. It has a row of computers available to customers, many students come to gossip about the latest news. Hayley possesses a ton of knowledge about technology and her customers.

The café is also **fun** to spend time in because something new always seems to be happening. The Rangers enjoy spending time here.

Drawbacks

Hayley's Cyberspace is a **shared** space. Rangers must be very careful not to drop secret information when in the presence of other café patrons.

The café is also **distracting**, especially on a busy day. Getting work done is impossible when the café hosts a concert or video game tournament.

NPCs

Hayley Ziktor is the owner and operator of Hayley's Cyberspace. An MIT graduate and friend of Dr. Oliver, Hayley knows many things about many things. She assists the Rangers with all manner of things, such as recon and gear upgrades.

Plot Seeds

Here are some plot seeds that may inspire further adventures surrounding this location:

- One of Mesogog's cronies has trapped you and your companions inside the realm of a video game that's loaded onto one of Hayley's computers.
- Your team volunteers to watch the café for a day so Hayley can take care of some errands elsewhere. It turns out to be a busy day, *and* Tyrannodrones are attacking elsewhere in town! Can you handle both problems at once?
- The café is built on private property, and the landlord who owns it is threatening to force Hayley to close. You and your team must find a way to stop this from happening!

Team Contacts

No matter how or why a Power Ranger team is gathered, your home base usually has a liaison between you and your team and other elements of the home base, such as Alpha 5 to the Power Rangers Command Center, Director Kendall Morgan of the Amber Beach Dinosaur Museum, or Manager Hayley Ziktor of the Cyberspace Café in Reefside. These contacts are available to everyone on your Power Rangers team and often provide support without getting into the life-and-death battles Power Rangers face regularly.

Not all team contacts are created equal. Some, like Alpha 5, are primarily call operators, relaying your wishes to someone with authority like Zordon. Others, like Doctor K, provide more direction and even technical support, creating new weapons, vehicles, and gear for you to use in your battles. And still others, like the Troblin Phineas, offer sage advice in unfamiliar territory.

Team contacts are available to every Ranger, and you usually have a wrist communicator or similar device to call on your team contact as well as each other. Your team contact can also use these devices to speak to your entire team simultaneously.

Gaining and losing contacts are fully explained in Chapter 1**.** Unlike normal contacts, Team Contacts don't need to be summoned – they're at the ready, usually at home base, and have more limited powers but a larger number of Allegiance Points that can be spent throughout an adventure. At the end of the adventure, they regain all used Allegiance Points.

The following are examples of team contacts that you may use in a largely Earthbound campaign.

Alpha 5

Alpha 5 is Zordon's assistant and provides support to the Mighty Morphin and to the original Power Rangers team in Angel Grove. He was given the memories of Alpha 4, who found the Power Coins and built the Command Center with Zordon. He was built on the planet Edenoi and accompanies Zordon to his home planet, Eltar, and is due to be replaced with Alpha 6 when he returns there.

Alpha 5's primary function is to act as the liaison between the Power Rangers and Zordon and act as Zordon's "hands." He is also an engineer of some note and even offers advice, usually stepping up to lead the Rangers whenever Zordon is unavailable.

GAINING AS A CONTACT

Teenagers with Attitude: Zordon tasks Alpha 5 with scanning the area for "Teenagers with Attitude." You are one of those teenagers, and you've been transported to the Power Rangers Command Center. If you accept Zordon's offer to become a Power Ranger, you may gain Alpha 5 as a contact.

Already Have the T-Shirt: The Morphin Grid allows for several teams of Power Rangers to be operating at once. If you find yourself in Angel Grove, Alpha 5 immediately recognizes your status as a Power Ranger and invites you to the Command Center. As long as you remain in Angel Grove, you may use Alpha 5 as a Contact.

CONTACT PERKS

Quick Extraction (1 Allegiance Point): Whenever you are in trouble, you may call upon Alpha 5 to immediately teleport you back to the Command Center.

General Support (2 Allegiance Points): Alpha 5 has a wealth of information at the Commander Center. Alpha 5 can either grant you Edge on a Smarts Essence Skill Test or act as a limited kit for a Smarts or Social Skill for a scene.

Instant Upgrade (3 Allegiance Points): Alpha 5 can immediately beam you a new weapon with the same availability or lower as your current weapon that is better calibrated to defeat your current enemy, such as a weapon with a damage type that the enemy is vulnerable to or at least not resistant to.

Doctor K

Doctor K is a prodigy of her time, a genius engineer younger than most of the Power Rangers she helps. In fact, she's a bit more than that, as she is the one who tapped into the Morphin Grid just before a worldwide apocalypse and created the Power Rangers to defend Corinth, the last free city, against the forces of Venjix. She does what she can with limited resources, and the Power Rangers must be careful not to burn out of power too quickly.

Doctor K is an extreme introvert, preferring to speak through computer screens and other equipment even when face-to-face meetings are possible. She also has childlike tendencies, as she was taken by the corrupt government agency "Alphabet Soup" when she was five-years-old (hence her "name;" Doctor K has no idea what her real name is or anything about her family). While with Alphabet Soup, she created the Venjix computer virus, which escaped and took over the world within three years. In addition, the only two friends she had died in the escape.

GAINING AS A CONTACT

Impressive Skills. Your ability to outwit Venjix's forces in the wasteland brings you to Doctor K's attention as a potential new recruit for the Power Rangers.

Scavenger Hunt. Doctor K is on the verge of making a technological breakthrough, but she needs something scavenged from an old warehouse miles away from Corinth. If you can retrieve it for her, she'll forever be in your debt.

CONTACT PERKS

Information Guru (1 Allegiance Point): With Venjix having taken over the world, there is little internet left, but Doctor K has her finger on what's happening inside and outside Corinth. A Ranger can call on this to gain Edge on a Culture, Science, Streetwise, or Technology Skill Test.

Military Override (2 Allegiance Points): While Colonel Mason Truman oversees the city defenses, Doctor K has enough pull to make him reconsider his decisions, including whether to raise or lower shields.

Venjix Backdoor (3 Allegiance Points): While Doctor K isn't in control of Venjix, as its creator, she is extremely knowledgeable about it. Occasionally she can use this information to shut down Venjix's weapons or sneak into its systems. Doctor K can reveal the Hang-Ups of any Venjix attack bot and remotely change two Rangers' damage types to one the attack bot is vulnerable to.

Phineas

Phineas is a Troblin, the child of a Goblin and a Troll. He lives in the magical dimension alongside Earth that exists inside Briarwood, California. Born to two species but accepted by neither, Phineas leads the life of a wandering hermit until he makes friends with the Power Rangers. Due to his long isolation, Phineas tends to speak to an "invisible friend" rather than talk to himself.

Possibly due to his rejection by his kin, Phineas is extremely effusive to anyone who shows kindness towards him. He is very cheery and excited, giving hugs even when they aren't entirely welcome. Additionally, Phineas feels a fierce loyalty to those who have accepted him, and he can be counted on to help when things are looking grim.

GAINING AS A CONTACT

A Chance Encounter: Phineas' curiosity gets the better of him when he sees someone new in the forest. He follows them until he accidentally reveals himself.

Gratitude: Phineas is just as susceptible to a Morlock attack as the Power Rangers, especially if he wandered somewhere he wasn't wanted. Rangers who intervene to save him are instantly considered his friends.

CONTACT PERKS

Forest Knowledge (1 Allegiance Point): Phineas knows much about the Mystical Forest and the Magic Dimension. He's happy to share this knowledge, granting Edge on any Skill Test to learn about magic, the Mystical Forest, or its denizens.

Unlikely Allies (2 Allegiance Points): Despite his comical nature, Phineas is a strong alliance-maker, likely because he knows what it's like to be prejudged. His advice can help turn a Morlak enemy into a non-combatant for a scene.

Making Friends (3 Allegiance Points): Phineas' jolly cheer is enough to build bridges between unlikely characters. Rangers can call Phineas to introduce them to one of his friends who can help them. The Rangers also gain ↑1 on all Social Essence Skill Tests during the first scene with this new friend.

Downtime

While it's always exciting for the Rangers to shout, "It's Morphin' Time!" and hop into their Zords to confront the enemy of the week, there's a lot more to being a teenager (or an adult Ranger) with attitude than facing off against otherworldly threats. They must juggle school, part-time jobs, social lives, and other mundane but often no-less-exciting things outside their Power Ranger armor. What Rangers undergo between sessions is known as Downtime. The following rules supplement and provide new options to those presented in The ***Power Rangers Roleplaying Game Core Rulebook***.

Downtime occurs between adventures and even adventuring arcs or "seasons." Perhaps Rita Repulsa or Sledge is only up to shenanigans six or seven times in your campaign season, but that doesn't mean your Ranger sits idle while waiting for the next challenge. You may have entire personal arcs that thread through Downtime all season long.

Downtime typically goes hand in hand with leveling, as Power Rangers that complete a full adventure usually attain their next Role level as part of Power Rangers' milestone leveling system. The rules in this section flesh out that process to make it feel more like a part of the campaign rather than just adding a few upgrades and new Perks to your character sheet.

This section describes Downtime and how you can utilize it to help your Ranger grow between adventures. These optional rules add flavor to a Power Rangers campaign and help establish the

verisimilitude that makes Angel Grove, or wherever the campaign takes place, feel like a living, breathing world to you and your Ranger!

Game Masters can find more guidance on downtime in Chapter 4.

For the Game Master: What if the Rangers Don't Level?

The *Power Rangers Roleplaying Game* assumes that characters gain a Role level upon completing an adventure, a discrete story plot of one or more parts (typically 1 to 3). This ensures that the Rangers regularly level and gain new abilities, much like their media counterparts do over a season.

Game Mastering, however, is more art than science, and you may structure your campaigns differently than the assumptions of the Core Rulebook. You may keep things simple, with your Rangers uncovering and defeating schemes within single sessions. Alternatively, you might run a large portion of your campaign as a single adventure, with perhaps a dozen or so parts.

In these cases, we suggest enabling your players to level their rangers every 3 to 5 sessions, regardless of the actual length of the adventures. In some cases, this may mean that the Rangers have Downtime without leveling. When this happens, consider limiting their Downtime goals to things they can actively accomplish without leveling (e.g. they can't gain new Perks).

How to Approach Downtime

Downtime typically happens between adventures. Once an adventure concludes, you tell the Game Master what your Ranger is doing before the next adventure starts, and the Game Master weaves that into the campaign. Downtime is often part and parcel of leveling, as it is assumed that all Rangers gain a new level upon completing an adventure,

but it is also so much more. Downtime is as much a part of the campaign as the adventures, and there's a lot that you can accomplish between threats to your home city. Downtime activities may require a Skill Test to determine the amount of progress based on the associated Skills, but they might not involve any dice at all.

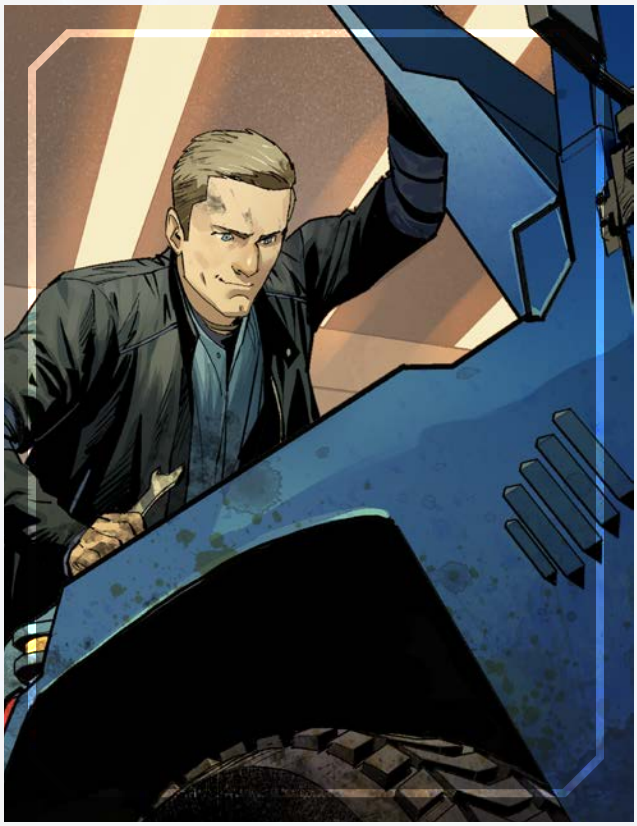
Downtime is useful when you want to do things that don't directly impact the adventure or involve your teammates. Cramming for a big test can be a good use of downtime, and so can spending time working on a technique to justify how you acquired a new Perk! You can also use Downtime to explore your character's personal story or the stories of the world around them. Maybe you begin play by stepping off the bus as an outsider, and you want to spend your Downtime showing how you acclimate (or fail to acclimate!) to your new home. Perhaps you don't feel worthy of being a Power Ranger and want to spend your Downtime exploring that.

Your Game Master may wish to wrap Downtime around adventures, possibly as part of the Opening (what keeps you and your team busy before the new threat reveals itself) or in the Coda (what you and your team do just after the threat is defeated). This is a good way for your Game Master to give you an opportunity to ask you what you wish to accomplish in your Downtime and then wrap those goals up at the start of the next session. Your Game Master might also introduce Downtime elements, such as revealing a new set of Zords in the coda and opening the next adventure with you and your team training with them!

Collaborate with Your Game Master

Collaboration is key when setting goals for downtime. Just because your pursuit of these goals takes place between adventures doesn't mean they aren't a part of the campaign. By working with your Game Master, you can prioritize your downtime goals so the GM can work them into the fabric of the campaign. Whole adventures may even be designed around your goals!

It's also important to alert your Game Master about your goals as early as possible because there is always the chance that you might be pursuing a goal that the GM doesn't want to include during the campaign. While most goals seem innocuous, you don't know what is happening behind the screen, and you may inadvertently be stepping on someone else's fun! Having said that, it feels bad when your downtime plans don't work out, only to leave you scrambling to think of something else. As always, communication is key!



Downtime Goals

When it comes to Downtime, you should determine what you wish to pursue between adventures. This is known as their Downtime Goal and there are several possible goals, all of which are listed here. It is also possible, at the Game Master's discretion, to accomplish other things not listed here that are pertinent to your character.

Ordinarily, you only have time to pursue one or maybe two goals between adventures, but your Game Master may allow you to do more if you have several goals in mind or if the Downtime takes a relatively long period of time before the next adventure. The goals covered in this section are:

- **Accomplish:** Working toward a singular goal
- **Acquire:** Questing for a special item
- **Create:** Building, composing, and otherwise making things
- **Investigate:** Gathering information about a topic
- **Learn:** Focusing on self-improvement
- **Recover:** Overcoming Essence damage, long-term maladies, and repairing gear and Zords
- **Work:** Maintaining a long-term effort such as schoolwork and business

For the Game Master: Downtime During Adventures

Sometimes, your Rangers may need to create a new Zord to counter an alien threat or a Ranger needs to make an immediate spectrum shift during the adventure rather than Downtime. While these goals technically aren't taking place during Downtime, you can still use these rules as inspiration to adjudicate them. Remember, it is ultimately up to you whether a Ranger can gain new Perks, create new items, or even a new experience level during an adventure!

ACCOMPLISH

Your character has a life outside of their duty as a Power Ranger. Teenagers with Attitude still need dates for the Homecoming Dance, time to study to pass that Calculus exam, get a project ready for the science fair, or finally get that old hotrod they've been working on to drive out of the garage. It's sometimes difficult to handle these scenes during an adventure, as General Repulsa or Lord Arcanon vie for their time! Accomplish is used to complete a single task; to represent long-term or maintenance duties, see Work later in this section. It's also possible that a character might Accomplish getting into a special class or opening a business, then work on it after.

Accomplish goals are great ways to open and close an adventure. In fact, if you let your Game Master know what you want to accomplish prior to the adventure, then your Game Master can work those goals into the adventure, perhaps offering a life lesson that you can use to gain that accomplishment at the adventure's end. Accomplish goals need not require Skill Tests, as most of them are roleplayed, but if your Game Master requires you to attempt a Skill Test, then don't worry if you fail. That failure merely becomes part of the story, and you are free to try again next Downtime!

ACQUIRE

You may wish to acquire something between adventures. This could be something mundane, like getting a selfie with a celebrity that's passing through town, or it could be Power Rangers-related, like searching for a missing Energem at an archaeological dig. Such acquisitions may be exciting for you but less for other players or your campaign's plot, making them perfect candidates for Downtime.

Typically, most acquisitions require a bit of roleplaying and perhaps one or more Skill Tests. Continuing with the selfie example, you probably don't need to make a Skill Test to find the celebrity if they are doing something in your hometown, such as shooting a television show or enjoying a vacation. When the opportunity arises, however, your Game Master may ask you to make an appropriate Skill Test, such as Persuasion when you ask for the Selfie.

Acquiring something more difficult to find, such as an Energem, might require several Skill Tests and maybe even multiple Downtimes. On your first Downtime, you might research where the Energem might be hidden or use a computer program or tracker to narrow down its location. On your second Downtime, you might travel to the area where the Energem is found and start searching. Your Game Master might allow you to find it during this Downtime, or they might add an additional complication. Perhaps the Energem is buried in a subterranean lake and you need to return when you have the proper equipment.

You might also acquire something from a Threat that you Defeated. For example, perhaps you've defeated an enemy Ranger who wielded a weapon that you found fascinating. You can work with your Game Master to either bond that weapon to you (if available) or replicate it. Replication is essentially a use of Create, but you already have a design to mimic.

CREATE

Downtime is a great opportunity to upgrade items. The ***Power Rangers Roleplaying Game*** offers rules and advice on making weapon upgrades and it can be presumed that if you give your item to the Command Center for an upgrade, that the upgrade is completed during Downtime (work with your Game Master to determine how long such an effort takes). You can also start and finish an upgrade during Downtime if you didn't request or have an opportunity to request an upgrade during the previous adventure.

Note that the ***Power Rangers Roleplaying Game*** assumes that Rangers only upgrade items about once per Ranger level, so if you've requested a weapon upgrade during an adventure then you cannot request a second weapon upgrade during Downtime. This does not affect other Perks that grant new abilities or upgrades, such as the Blue Ranger's Tech Powers.

You can also use Downtime to create mundane gear or other non-Ranger equipment and technology. For example, if you want to set up a security system around your home base, you can do that during Downtime. If you want to design the hottest new multiplayer online game, then you can use Downtime to do that. If you want to create a new fashion trend, then you can use Downtime to do that. In all cases, your Game Master decides whether you must make a Skill Test to accomplish this goal. A failed test might mean that the local police aren't

thrilled with your cameras, your online game has an exploitable hole, or your new fashion is a disaster!

Finally, your Game Master may use Downtime to have the Morphin Grid create new Zords or specialized Ranger weapons for you and give you the training that you need to properly use them. This use of Downtime is largely a matter of roleplaying, with Skill Tests only measuring how quickly you grok the new gear.

INVESTIGATE

Sometimes you'll discover something during an adventure that you want to further investigate. If this involves only you, then your Game Master might wish to hold this off until Downtime. This is especially useful if your investigations take you outside the usual adventure area. If your Power Ranger team is in Amber Beach, but you want to investigate the origins of an NPC from Angel Grove, then Downtime is a great time for you to hop on a bus or take a drive along the coast.

Using Downtime in this manner is probably going to involve making Alertness (Investigation) and other appropriate Skill Tests unless your investigation is extraordinarily easy. A failure doesn't necessarily mean that you got nothing, only that you didn't get everything that you're after. If your Game Master has you make a Skill Test and you fail, be sure to ask them whether you still got something helpful, like a new lead, for the next opportunity you get to investigate!

LEARN

Ordinarily, you gain Perks as a result of leveling, whether that be due to a general Perk or grid power class feature or, if your Game Master allows, you can switch out one of your Spectrum Perks. This generally doesn't require roleplay; you simply add the new Perk to your sheet and assume that it is the result of training.

Sometimes, however, you may wish to take a Perk that doesn't make sense. Perhaps your Ranger has missed enough Speed Tests that they've gotten a reputation for being clumsy, and now you want to give them the Athlete's Grace Perk. Or perhaps you've been playing your Ranger as somewhat introverted and mousy, and now you want to take the Fearsome Reputation Perk. Should such picks be disallowed? Of course not! Remember that your Game Master and the other players want to know why the character's developing in such a way, which can be a great storytelling opportunity!

For the Game Master: Free Perks

Occasionally, you may wish to bend the Perk rules a bit by offering the entire Ranger team a Perk that grants them all similar capabilities. This could be having the Ranger team learn the Ninja Power Perk from an alien master, have a spectrum shift where they all become new Rangers (or offer it to one or two Rangers, with a free general Perk granted to the others), or accept new Grid Powers. This works well when you want to grant new abilities to the characters, but their players don't want to use their usual Perk spends to take them. In this case, the players spend their Downtime learning these new Perks.

GMs can also use Learn to grant characters other Perks that they might not meet the prerequisites for, or even increase Essences or Skills. Keep in mind that if you grant more resources, then you'll need to adjust your story to better challenge your more powerful-than-usual Ranger team!

RECOVER

Ordinarily, when you take damage during an adventure, it won't affect Downtime, as a good night's sleep should take care of your physical damage, although it does take a bit longer to recover all your Essence Points. Also, if you are suffering from a persisting condition, then you may use Downtime to recover from that (see the ***Power Rangers Roleplaying Game Core Rulebook***).

Keep in mind that recovery is often much more than letting bruises fade and scrapes mend. Sure, your team might have defeated the giant monster that threatened the city, but only after it had gotten into your head and goaded you into creating a weakness that almost cost your team the win. Failures like that can often do more damage than physical blows, and you might spend at least part of your Downtime trying to recover and pledging to do better.

Also, while Zords recover much like humans, vehicles need more care and maintenance. You may need to spend a good portion of your Downtime repairing a damaged vehicle, especially if the vehicle is personal to you or you are part of the garage team that makes repairs between adventures!

For the Game Master: Ranger Replacement

Sometimes, for whatever reason, a player loses their enthusiasm for playing a particular Power Ranger. This could be because they feel that their character has experienced something that would make them walk away or perhaps the player is frustrated about the mechanics of their character sheet that are hindering their fun. In any case, Downtime can be used to replace a Ranger.

The player and Game Master can work together to determine why a player character leaves the team and whether that creates an opportunity for the ex-Ranger to remain in the campaign as an NPC or guest player character in the future. The new character can also be introduced in Downtime so that the newly minted Ranger is already an accepted part of the team at the start of the next adventure.

Note that sometimes it's not necessary to replace a character but instead change their mechanics. If, for example, the team consists of a Black, Red, and Yellow Ranger, but the Black Ranger's character would rather be a Blue Ranger, then it's an easy fix to swap out the spectrum and state that Zordon put the character through special training between adventures!

WORK

Rangers must often work during their Downtime, either keeping their grades up so they don't flunk out and/or working or owning a business to pay rent and provide for themselves or their family. While Accomplish represents a goal with a single focus, Work covers day-in-and-day-out efforts.

When working, a character can either be passive, active, or exceptional:

Passive: The character goes to school or work but doesn't put significant time or effort into it. Passive work doesn't require a downtime action but requires a **DIF 15 Skill Test** using the appropriate Skill for running the business (such as Acrobatics for a flying school) or for the most challenging class the character is in (such as Science for when they're trying to understand a biology course). If they succeed, all is well. If they fail, their situation worsens, and they reduce their Wealth level by 1 tier.

Active: The character shows up on time, pays attention, and puts in effort as they devote a downtime action to working actively. As they do so, they maintain their current Wealth Test level without a Skill Test. In addition, they reduce the DIF of their next exceptional attempt by 5 to a minimum of DIF 10.

Exceptional: The character goes above and beyond, such as by doing extra credit or taking on additional duties to improve the business. Working exceptionally well is risky but the best way to improve their station. When a character works exceptionally, they attempt a DIF 25 Skill Test with the appropriate Skill for their business or the class. If they succeed, they permanently increase their Wealth by one tier or gain another significant benefit as their work pays off. If they fail, they maintain their work as if they took an active position, and the GM may add complications that pop up in future downtimes or during adventures.

Working can't increase a character's Wealth Test above a d12.

CHAPTER 2

WHO WEARS THE HELMET?

This chapter introduces new character options and aspects to the ***Power Rangers Roleplaying Game*** inspired by the Dino Thunder, Dino Charge, and Super Dino Charge seasons. This chapter is roughly divided into two parts, expanded options, and new options. Expanded options are additional choices that a player may make when using the character creation rules. For example, when choosing an Origin for their Ranger, a player now has four more options (Alter Ego, Everyman, Professor, and Rich) to choose from.

New options are ways to flesh out characters that aren't in the Core Rulebook. For example, character motivations help determine why a Ranger continues to be part of the team even beyond the fact that they were chosen for the role. Similarly, there are new rules for Contacts, which help the Rangers feel like part of the community that they are protecting as well as offer sage advice or assistance where needed. Contacts may also have their own subplots that may arise during a campaign. Examples include Anton Mercer, the billionaire father of a Power Ranger with a secret of his own, and Prof. Tommy Oliver, who has experience as a Power Ranger.

New Origins

Alter Ego Displaced

In times of great need, it becomes necessary to sacrifice oneself to protect loved ones. Though this may cause great distress, it is a necessary sacrifice. You had the misfortune of witnessing an event so momentous that it changed your entire life, and you had to give up your old life and assume a new identity. Perhaps this was a permanent change, or perhaps it was only for a significant period of time, but you believe that it was for the greater good.

Living in this manner was usually a matter of hiding in the open, but sometimes you were required to take certain actions that might have revealed your true identity to others, exposing either yourself or them to danger. And so, you didn't just pretend to be someone else, you became someone else—at least until you were forced to unveil your true self once more.

Starting Health: Being away from everyone and

everything that you know takes a tough mind and a strong body. Dealing with this has given you thick skin and a knack for surviving. You begin with 2 Health.

Essence Score Increase Options: Increase either Speed or Social by +1.

Your Origin trained you in one of the following Skills. The Skill Rank you increase must match the Essence raised by your choice above. You may choose a Specialization for the chosen Skill instead of increasing your Rank.

- **Speed-based:** Infiltration, Initiative, Targeting
- **Social-based:** Deception, Persuasion, Streetwise

Ground Movement: Your base Ground Movement is 35 feet.

Languages: To blend in when assuming another identity, it was important that you could understand and assimilate their language quickly. You are fluent in one additional language besides your own for every two points of Social you possess.

Origin Benefit: Blend With The Scenery

Being forced to hide in plain sight and assume another identity, you've become adept at remaining unseen. Whenever you attempt a Deception or Infiltration Skill Test in an area you wouldn't normally belong, you gain ↑1.

Everyman

If there was someone who was ever average, it was you. People overlook you and your contributions no matter how hard you try or how good you are. There was always someone better around, but being second-best was never something you settled for. Instead, you become good at improvising and understanding what lay behind it all and learned to do a bit of everything. That didn't help, and even your family simply expects you to conform to their wishes, but that's not going to happen.

Ambition drives you and drives you hard. You don't want to be overlooked anymore, and you don't want to be just "part of the scenery." Your ambitions aren't what others might want for you, but what you want. Choosing your path is your goal, and while others might slow you down from reaching it, they'll not be able to stop you.

Starting Health: Your upbringing didn't give you much chance to develop your survival skills as you were always told what to do and how to do it. You begin with 1 Health.

Essence Score Increase Options: Increase either Smarts or Social by +1.

Your Origin trained you in one of the following Skills. The Skill Rank you increase must match the Essence raised by your choice above. You may choose a Specialization for the chosen Skill instead of increasing your Rank.

- **Smarts-based:** Culture, Science, Technology
- **Social-based:** Deception, Performance, Persuasion

Ground Movement: Your base Ground Movement is 35 feet.

Languages: Your exposure to foreign languages was kept to a minimum while you were growing up, and while you can learn new languages, it doesn't come naturally to you. You are fluent in one additional language besides your own for every three points of Smarts you possess.

Origin Benefit: Don't Underestimate Me

You're always being underestimated by others, even if they've previously seen how capable you are. But there are ways to use that to your advantage, and you've learned to be unassuming when you need to be. The first attack or contested Skill Test against you in any scene imposes Snag if you are aware of the aggressor.

Professor

You were always the smartest person in the room, though that never inflated your ego or made you arrogant. Instead, you chose to make the best of your gifts and focus on where you could have the greatest impact.

As a result, libraries and research labs became like a second home to you, and you were able to do extraordinary things. However, being on the cutting edge of technology and research comes with a cost, and that cost isn't always one that a person can bear.

You might have chosen to continue your research efforts, or you could have chosen to take a step back and teach the next generation instead so that they'd be smarter and wiser than you were once they were fully grown.

Starting Health: You tend to be not only smarter than those around you but also older. As a result, you try to avoid physicality wherever possible. You begin with 1 Health.

Essence Score Increase Options: Increase either Speed or Smarts by +1.

Your Origin trained you in one of the following Skills. The Skill Rank you increase must match the Essence raised by your choice above. You may choose a Specialization for the chosen Skill instead of increasing your Rank.

- **Speed-based:** Finesse, Targeting
- **Smarts-based:** Science, Survival, Technology

Ground Movement: Your base Ground Movement is 30 feet.

Languages: Your ability to learn is almost unparalleled, and your natural ability extends into languages as well. You can quickly assimilate new languages and understand nuances that others might miss. You are fluent in one additional language besides your own for every two points of Smarts you possess.

Origin Benefit: I've Done My Research

Given time, you can think up a solution to just about anything if it is within one of your fields. But within those fields, you are unparalleled and able to quickly deduce the correct way to tackle any problem or obstacle that might stand in your way. At the beginning of an adventure, choose three Smarts Skills. You gain ↑1 on Skill Tests when you use those Skills until the next adventure.

Rich

You grew up with more money than anyone would ever really need, and at an early age, you learned well that money was no obstacle to you. The finest teachers were available, as were the best bits of everything, like pets, toys, and whatever you wanted. You became so used to having whatever you pointed at that being exposed to the real world came as a very rude awakening that shook you to your core. You always considered yourself lucky, but not to an extreme degree, and seeing how other people lived was a surprise.

Eventually, you came to the decision that your wealth was a boon, one that enabled you to help others in whatever way you could. You might not always understand why someone needed the help they did, but you were willing to give it, even if this occasionally led to clashes with your family over your use of your riches.

Starting Health: Having been born to wealth, you never had to develop the kind of survival instincts that so many, with fewer resources than you, had to. You begin with 1 Health.

Essence Score Increase Options: Increase either Smarts or Social by +1.

Your Origin trained you in one of the following Skills. The Skill Rank you increase must match the Essence raised by your choice above. You may choose a Specialization for the chosen Skill instead of increasing your Rank.

- **Smarts-based:** Culture, Technology
- **Social-based:** Animal Handling, Deception, Persuasion

Ground Movement: Your base Ground Movement is 25 feet.

Languages: Due to your riches and social status, you were used to others conforming to your norms rather than the other way around. As such, you never really had much interest in learning the language of others, though you often did pick up on their social cues. You are fluent in one additional language besides your own for every three points of Social you possess.

Origin Benefit: Money is No Object

You had access to wealth all your life, and you've learned to spread it around when necessary. To you, money is just a way of keeping score or acquiring the services you want. You gain the Vast Wealth Perk.

New Influences

Archaeologist

You've spent your life dedicated to the cause of uncovering the secrets of the past. You may have specialized in historical archaeology or paleontology, or performed hands-on work to uncover ancient sites and recover lost artifacts—or even something completely else entirely. Whatever your specialization, you have learned a lot about not only the past but also about putting together seemingly unrelated clues and making sense of them all.

When you select this Influence, work with the Game Master to decide which field you specialize in, so they may work it into the campaign. Perhaps your paleontology studies allow you to deduce hints about the dinosaur-like threats you're facing, or your field of archaeology comes in handy when you're exploring the old ruins where your next big challenge awaits you.

INFLUENCE PERK

Your breadth of knowledge and ability to sort out clues based on limited information gives you a leg up when working in certain fields. When a situation arises where your field of study could be related to the case at hand, you gain ↑1 on Culture and Science Skill Tests.

HANG-UP

You get frustrated whenever someone doesn't understand your arguments and conclusions. You suffer ↓1 on any Social-based Skill Tests whenever dealing with someone who isn't interested in the past.

SUGGESTED CHARACTERISTIC

When choosing this Influence, you should consider who you worked for and what your colleagues were like. Were you attached to a museum or a school? Was this always your calling? Did you get along with your colleagues or were you at odds? Were you the lead scientist, or seen as a glorified pencil pusher?

TABLE 2-1: ARCHAEOLOGY BOND

D8	BACKGROUND BOND
1	I love teaching, and I'm always happy to share my knowledge.
2	My grandfather uncovered a great discovery, and I worry I'll always be in his shadow.
3	I'm very proud of my accomplishments in my field and don't take well to being questioned.
4	I often find myself lecturing other people without intending to.
5	I sometimes wonder if my efforts to uncover the past do more harm than good.
6	I've made mistakes in the past and try my hardest to learn from them.
7	I led to a former colleague becoming ostracized by proving them wrong.
8	There is one site or artifact that I have yet to find, and I've dedicated my career to it.

Checkered Past

People aren't born good or bad but become so through their actions. And your actions led you to be bad or evil. Eventually, you realized that past actions did not have to dictate your future, and you redeemed yourself.

You have an insight into the kind of life you led, and the person you were, giving you a perspective others do not have. You can appreciate situations from multiple sides and make an excellent undercover agent. Sometimes you wonder, though: Was this the right call?

INFLUENCE PERK

You have experience sneaking in and acquiring things that aren't yours. You gain Edge on Smarts Skill Tests when looking for weaknesses, flaws in security, or hidden items.

HANG-UP

Because you were once a villain, people are never entirely sure if you can be trusted now, and many question your motives. Did you really redeem yourself from your wicked ways, or are you just hiding it below the surface? You suffer Snag on Social Skill Tests with authority figures and people who've heard of your previous reputation.

SUGGESTED CHARACTERISTIC

When choosing this Influence, you should give some thought to what crime you committed that would cause you to be seen as hard to trust. Did you betray your friends? Were you a spy for someone and were you uncovered? Have you repented your past, and are you committed to doing better in the future?

TABLE 2-2: CHECKERED PAST BOND

D8	BACKGROUND BOND
1	I can still call on my old network for information and help, but sometimes I must return the favor.
2	The crime I committed is one I regret and wish I could undo.
3	I redeemed myself and believe others could too.
4	Though I'm trying to turn my life around, old habits are hard to break.
5	I want to prove that I have changed. That makes me take risks.
6	I was innocent but being thought of as a criminal made me into one.
7	I still have friends among the sinister groups I left. We keep trying to get each other to change their ways.
8	To redeem myself, I betrayed my old allies or friends. They have never forgiven me.

Crowdpleaser

Something about you was always attracted to the limelight, though you were never quite sure what. You thrive when performing in front of a crowd. You feed off their emotions, and you like nothing more than having someone acknowledge your skill.

You use the insight you've gained into an audience and know how to manipulate a crowd. What's more, you enjoy doing so and bringing joy to others is a feeling you cherish.

INFLUENCE PERK

You feed off of the crowd as you perform, finding delight in all eyes on you. You gain ↑1 on Performance Skill Tests if 10 or more creatures are present and observing you. You gain an additional ↑1 if 100 or more creatures are present and observing you, and another ↑1 if 1,000 or more creatures are present and observing you.

HANG-UP

Your art means so much to you that you have trouble connecting to people in other ways. You suffer Snag on your first non-Performance Skill Test each day.

SUGGESTED CHARACTERISTIC

When choosing this Influence, you need to consider what your art form is. It must be one that can be done on a scene, though it doesn't have to be a traditional one for it, as you could be a trailblazer. How do you express it to a crowd? Are you good at it, or do you just like performing? Are you famous, on the verge of that, or an unknown?

TABLE 2-3: CROWDPLEASER BOND

D8	BACKGROUND BOND
1	You judge other performers of your art harshly, especially if they do not live up to your standards.
2	Whatever the art form, you've embraced that lifestyle. You think and talk about it constantly.
3	I thrive on attention and enjoy it when others acknowledge my ability.
4	You have a rival or nemesis who is your equal in skill. Someone who infuriates you.
5	You're loyal to your fans and always find time for them.
6	Your first performance was an utter disaster, and you're always afraid of a repeat.
7	Your talent has earned you recognition, but you fear it's all a sham, and someday you'll be exposed as a fraud.
8	You know many industry professionals who have your back like you have theirs.

Life Interrupted

Your life was all planned out. You had everything. And then fate threw you a curveball, and everything you knew changed. For most people, life is a series of events and actions that affect who they are and who they become, but your life is defined by a single event that impacted you, far beyond those experienced by others. Perhaps you saw something you shouldn't have or lost someone important to you, but whatever it was, you still seek the truth behind that event.

INFLUENCE PERK

Your single-mindedness has proven to be an advantage. You can always focus on the task at hand as if everything depended on it. Persistence is the key to accomplishing your goals. You gain ↑1 on all Skill Tests that require a sustained effort.

HANG-UP (MANDATORY)

Your single-mindedness causes you to lose a sense of urgency, and changing your perspective to think short-term is almost impossible. You favor thought and research over emotion and action, and as a result, you sustain ↓1 on any Skill Tests that are short-term, outside of combat, or other dangerous situations.

SUGGESTED CHARACTERISTIC

When choosing this Influence, you must decide what the event is that shaped you, and what your life was before. Who were you supposed to become? Who are you instead? Was the event something you did or could prevent? Can you undo it now, or must you live with the consequences?

TABLE 2-4: LIFE INTERRUPTED BOND

D8	BACKGROUND BOND
1	Years have passed since the event, but I've gotten no closer to figuring it out. I want answers.
2	The event has left me feeling adrift. I don't belong in my old space and have yet to find a new one.
3	I have a hard time putting my trust in others after what happened.
4	I don't like talking about what happened, and I really don't like sharing details about it.
5	I use several mechanisms to handle the pain and anxiety after what happened. Sometimes they fail.
6	I don't want to run the risk of another event like the one that already changed me.
7	I just want justice for what happened. And I am going to work for it.
8	The event left me in a lot of pain, I refuse to let it slow me down. I spend my time helping others deal with similar problems.

CHARACTER MOTIVATIONS: GOING BEYOND BONDS

When creating your character, you might ask yourself what your motivations are beyond the Bonds you gain when selecting your character's Influence(s). Whether that Bond is a person, an item, a moral code, or something else entirely, the Bond might motivate you within a short-term set of circumstances as opposed to the long-term.

However, most people, and certainly most teenagers with attitude, have long-term motivations that tell them why they should keep going, and why they should stick together with their friends.

Having a motivation also helps you and your fellow Ranger players create more compelling characters and tell a more interesting story. After all, these two elements are at the core of any good campaign, and the stronger the motivation, the more exciting the story that you can tell.

Asking Why: Creating a Motivation

When creating a motivation, it's essential to ask yourself, "Why?" Why does my character do what they do? What is it that drives them, and what are they passionate about? For some people it's simple. Things like wealth and power motivate them, but for most, motivations run somewhat deeper, like the need for revenge or a quest to obtain knowledge.

Motivations are be influenced by several factors, including your character's past, your character's personal beliefs, and how they are tied to the team. For example, a character who lost a loved one to a monster might be motivated by revenge, while one who was saved by a Ranger might be motivated by the need to help other innocents.

As such, the motivation that your character has should tie in with who they are and should feel authentic. Having a Ranger with a heart of gold and a kind soul be motivated by greed is going to feel strange, or wrong. It's possible that they are, but chances are a character like that would be motivated by something more benign. That said, having motivations that are contradictory to your character can be the key to telling a good redemption story, such as having your benign character motivated by a need to prove themselves to their parent, but the parent is only impressed by power or wealth. More on that below.

Exploring these factors and asking *"Why?"* enables you and your Game Master to create motivations that are both meaningful and impactful.

Motivation as a Guide for Players and Game Masters

Once the motivation of your character has been established, it can serve as a guide for both you and the Game Master. For a player, the motivation provides goals and directions for the character and a guideline to how they might behave. It helps you understand the character, what they want, and what they want to do to achieve their goals.

This can be helpful in situations where you're unsure of what your character should do next, or how they would approach a specific challenge. By referring back to their motivation, you can make decisions that feel true to your character and keep the story moving forward.

For a Game Master, the motivations of each character and the team as a whole should be used to create conflicts and challenges for the player. Putting obstacles for the character to overcome and tying them directly to their motivation can create tension and drama. Using the vengeful character mentioned above, you, as the GM, might put them into a situation where the character must choose between getting revenge (a powerful motivator) and protecting innocent bystanders (arguably what the Rangers are for). By putting the character's motivation to the test in this manner, you can create memorable moments at your gaming table. At the same time, it'll allow for character development and growth, making it an interesting moment for the player.

One important consideration when exploring character motivations is the idea of balance. While it can be tempting to focus solely on creating a complex or compelling motivation for a character, you should also consider how that motivation impacts the story and the other characters. If you're motivated solely by something that benefits you, your character might come across as selfish or just unlikable, which makes it difficult to integrate that character into the team.

You should try to balance their motivations against other factors, like their relationship with the other characters, or their sense of duty to a higher cause. By making the motivation more nuanced, you can create characters that are both interesting and relatable.

Choosing and Playing a Challenging Motivation

Choosing a challenging motivation can be a great way to create interesting and complex characters, as well as provide a plot hook for the GM to hang history on. A challenging motivation is one that may conflict with the character's other beliefs or with the goals of the team. For example, if your character is motivated by a desire for power, then you may clash with those Power Rangers that value trust, teamwork, and cooperation. This can create interesting tension and conflict within the story, but it is not something to be taken likely.

Playing a challenging motivation is something that requires careful consideration and attention to detail. It's important to make sure that it feels authentic to your character, and that it isn't just a gimmick or a way to cause strife within the team, just for the sake of conflict. You need to be mindful of how your character's motivation affects the other players and the overall story. A character who is constantly at odds with the rest of the team eventually becomes tiresome, so finding the balance between conflict and cooperation is important.

One thing to note here as well is that this is one of those things that can affect players and not just their characters. It takes a table of mature players to remember that it is your character that is the cause of the conflict, and not you as a player. Clear communication and compromise among the players and with the GM can help keep a challenging character interesting and fun for everyone at the table and avoid conflicts. If such conflict does become an issue, it is important to either tone it down, or address it with the other players and the Game Master. After all, the aim of the game is to have fun.

When To Change a Motivation

Motivations are a powerful tool for creating interesting and compelling characters and driving

the story forward, but they are not etched in stone. As your character grows, they'll evolve, and as they evolve and change, so too may their motivations shift, warp, or change, and this can be an important part of their character arc.

So, when should you change your character's motivation?

There is no single reason, as it'll vary from player to player and character to character, but you should consider changing your character's motivation if it no longer feels authentic or relevant to the character. As a character develops and their experiences change them, so too may their motivations, so this could be a gradual shift from one to another. To continue the example of the character motivated by the desire for revenge, they may eventually find peace and move on from that desire—perhaps after defeating whomever they wanted revenge against, or simply through accepting their own fate. Basically, if it no longer feels true to the character, it may be the right time to start exploring new motivations.

Another reason to change your motivation is that it no longer serves the overall story of the campaign. If it has been resolved (as mentioned above) or if it no longer makes sense, it is time to move to something new. This would be a good time to reassess your character and explore new facets of them, and then introduce them to new challenges and conflicts. This could be as simple as discovering that the person they wanted revenge on isn't the one who was the one to blame, or it could be as complicated as finding out your character has a long-forgotten sibling who now needs protection, so you must move on from your vengeful ways.

Changing motivations can be a powerful storytelling tool, but it is something that you should do carefully, and with intention, and it should be discussed with the Game Master, in case it clashes with their plans for the campaign. It should feel organic to the character's development, and it shouldn't just be a way to create drama or tension, just for the conflict's own sake.

In short, within Power Rangers, motivations are a critical part of any story. Whether your Ranger is motivated by a desire for justice, a need for redemption, a thirst for power, or even just wanting to be the best football player, their motivations can create interesting conflicts and tension within the team and with the larger world, as each Ranger wrestles with their motivation and tries to consolidate them with the team their tasks. Furthermore, exploring motivations, and how they change over time, helps you tell an engaging story for you and your friends to enjoy for years to come.

Roles

Continuing to explore new character options, this section presents a new Core Role, the Dark Ranger as shown by Heckyl, and two new Ranger Spectrum shift options: the Aqua Ranger, a modified Blue Ranger, and the Graphite Ranger, a modified Silver Ranger. The original Silver Ranger from The ***Power Rangers Roleplaying Game***: Across the Stars is reprinted for convenience.

Dark Ranger

The Morphin Grid's Ranger Spectrum does not discriminate between the good, the bad, or the morally conflicted. Dark Rangers reach their goals by spreading terror and anguish to everyone around them. They tend to be adamant, outspoken, and typically competitive individuals who hold true to their ideals above all else. Their convictions are unyielding, and Dark Rangers aren't afraid to take drastic measures to prove they're right.

FEAR IS POWER

The Dark energy of the Grid attaches itself to the Dark Rangers impulses, thrumming and surging the more its hosts resist its call. When Dark Rangers cause panic and fear within their immediate surroundings, the Dark energy stabilizes and becomes easier to control. These Rangers carry immense potential at the cost of a war with themselves; if they cannot generate enough terror, their Dark energy lashes out to create it for them.

AN IMPORTANT DECISION

Though born in darkness, a Dark Ranger can still take control of their own destiny. Some Dark Rangers only use their Dark energy to protect the people they care about. In time, a Dark Ranger may see the light and take on a different role in the Ranger Spectrum. The choice is always in the Ranger's hands, no matter their beginnings or the company they keep.

VIBRANCE IN DARKNESS

The Morphin shell of a Dark Ranger takes its colors from other parts of the Ranger Spectrum. They may appear similar to a Red or Black Ranger, though Purple, White, and Green-semblant Dark Rangers are the most common. While a Dark Ranger can manifest an identical physical image to their teammates, their Dark Energy often twists their shell's visage with sharper, more dramatic shapes and stripes.

TABLE 2-5: THE DARK RANGER

LEVEL	ROLE PERK	PERSONAL POWER CAPACITY	TERROR CAPACITY	STRENGTH INCREASE	SPEED INCREASE	SMARTS INCREASE	SOCIAL INCREASE
1st	It's Morphin Time!, Terror	2	1	+1	+2	—	—
2nd	Menacing Glare, Spite	2	1	—	—	—	+1
3rd	Zord, Terrorzord Nature	2	1	+1	—	—	—
4th	General Perk	2	1	—	—	+1	—
5th	Extra Attack	4	2	—	+1	—	—
6th	Zord Feature, Grid Power	4	2	—	—	—	+1
7th	Menacing Laugh	4	2	+1	—	—	—
8th	General Perk	4	2	—	—	+1	—
9th	Fe-BURN!	6	2	—	+1	—	—
10th	Zord Feature, Extra Attack (2)	6	3	—	—	—	+1
11th	Grid Power	6	3	+1	—	—	—
12th	General Perk	6	3	—	—	+1	—
13th	Unlucky (For You)	8	3	—	+1	—	—
14th	Zord Feature	8	3	—	—	—	+1
15th	Extra Attack (3)	8	3	+1	—	—	—
16th	General Perk, Grid Power	8	3	—	—	+1	—
17th	Zord Feature	10	4	—	+1	—	—
18th	Absolute Menace	10	4	+1	—	—	—
19th	General Perk	10	4	+1	—	—	—
20th	Apex Dark Ranger	10	5	—	—	—	+1

SPECTRUM ROLE FEATURES

As a Dark Ranger, you gain the following:

Power

Personal Power Regeneration: 1 per day

Personal Power Capacity: +2 per every 5 Levels

Training

Armor: Light and Medium armor

Starting Skill Levels: +2 Intimidation, +1 Targeting

Grid Equipment

You start with your possessions from your pre-Morphin life and gain the following items from the Morphin Grid. Those marked with an asterisk are only available when Morphed.

- Gridwide Communicator
- Morpher
- Any Melee Power Weapon*
- Ranged Power Weapon*

IT'S MORPHIN TIME!

Starting at 1st level, you can summon the energy within you by using your Power Morpher and saying the words "It's Morphin Time!" as a Standard action. Morphin Grid energy consumes you, giving you a stylized shell of Grid energy that serves as your armor, and grants you access to your Power-based weapons, and many other abilities that require Power to activate.

While Morphed, the following traits and features apply:

- You gain a Toughness (Armor) bonus depending on your Armor Proficiency: Light (+1), Medium (+2), Heavy (+4), Ultra-Heavy (+6).
- You triple all of your Jump distance maximums.
- As a Free action, you can summon your Power-based weapon to your hands.
- When reduced to 0 Health, you may choose to avoid Defeat by automatically returning to your natural form, unconscious, at 1 Health.

TERROR

Your Dark energy accumulates power from the fear of others. Starting at 1st Level, you gain 1 Terror whenever you deal damage or inflict a Condition on another character as a result of a Skill Test you have Edge on (provided they aren't immune to being Frightened). You can carry a maximum amount of Terror equal to the Terror Capacity value listed on the Dark Ranger table above, losing all accrued Terror at the start of a new day.

You can spend any amount of accrued Terror to deal the same number of additional points of damage on your Attacks.

MENACING GLARE

At 2nd level, you can impose your ill will onto those around you. As a Standard action, you can spend 1 Personal Power to make an Intimidation Skill Test against a target's Willpower. Upon success, you can impose one of the following effects on the target until the end of your next turn:

- The target suffers Snag on the next Skill Test they perform.
- You have Edge on the next Skill Test you make against the target.
- The target is Frightened of you.

SPITE

It's not always about being the victor. Sometimes it's about seeing them lose. At 2nd Level, whenever you miss your Attack Skill Test against a creature, you can spend 1 Personal Power to manifest your ire, providing Edge to the next Attack against your target. This effect ends at the start of your next turn or the first time the target is successfully attacked.

ZORD

At 3rd level, you have access to a powerful construct based on your Power Ranger team. These are the various Zords, Borgs, and Power vehicles that the Rangers summon to aid them in battle. When piloting this personal Zord, you cannot suffer Snags while making Skill Tests using the Driving Skill. Rules and statistics for Zords start on page 131 of the ***Power Rangers Roleplaying Game Core Rulebook***.

TERRORZORDS

Unlike other Rangers, a Dark Ranger's energy shapes their Zord into a Terrorzord, a wicked, beastlike machine that is notoriously difficult to control. The only example of previous Terrorzords are the ones Lord Zedd bestowed upon the Dark Rangers.

TERRORZORD NATURE

Your Terrorzord has several special properties that set it apart from other Zords:

- Your Terrorzord has a Smarts Score of 5 and a Social Score of 4. It uses its movement as it wants to at the start of your turn unless you succeed on a **DIF 10 Driving Skill Test**.
- You can spend your accrued Terror to boost your Terrorzord, granting it ↑1 on a Skill Test for each Terror you spend.
- You lose 1 Personal Power whenever you roll a natural 1 while driving your Terrorzord.

GENERAL PERK

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can personalize your Ranger by adding a generic Perk for which you meet the prerequisites.

EXTRA ATTACK

Beginning at 5th level, you can Attack twice, instead of once, whenever you take the Attack action on your turn. The number of attacks increases to three when you reach 10th level and four when you reach 15th level. This Role Perk only functions while Morphed and fighting as an individual.

ZORD FEATURE

Upon reaching 6th Level, then again at 10th, 14th, and 17th Levels, a Ranger's connection and proficiency with their Zord has evolved to a place where their abilities are more powerful. Each time a Dark Ranger acquires this Role Perk, they may choose from the list of available Zord Features to apply to their Zord.

GRID POWER

Upon reaching 6th level, and again at 11th and 16th levels, you expand your understanding and connection to the Morphin Grid. Each time you acquire this Role Perk, choose a Grid Power for which you meet the requirements to add to your Ranger.

MENACING LAUGH

Starting at 7th Level, the Dark Ranger can savor the terror of their victims to reinvigorate their powers. As a Free action, once per turn, you can spend 1 Terror to regenerate 1 Personal Power.

FE-BURN!

You've grown clever to the instability of Dark energy by the time you've reached 7th level. While Morphed and have at least 1 Terror accrued, when you take damage from any attack that you were aware of, you can spend all your Terror to cause your shell to burst into vibrant flames to reduce the incoming damage by half. For each Terror you spend, you can target an enemy adjacent to you to take Energy damage equal to the other half of the damage you would have taken. You immediately un-Morph after using this Role Perk.

UNLUCKY (FOR YOU)

When you reach 13th level, you can seed misfortune into your attacks to generate more Terror. Whenever you successfully target a character with an attack, that character suffers Snag on the next Skill Test they make before the start of your next turn. If they fail this Skill Test and you are aware of it, you gain 1 Terror. This Role Perk can only affect each target once per combat scene.

ABSOLUTE MENACE

At 18th level, when you start your turn, you may expend 2 Personal Power to make a single Intimidation Skill Test against the Willpower of every enemy within 10 feet of you. Each enemy your Skill Test is successful against is Frightened of you until the end of your next turn.

APEX DARK RANGER

At 20th level, your Morphed form has twisted all the way into a terrifying monster. Consumed by Dark energy, you have become the apex version of your

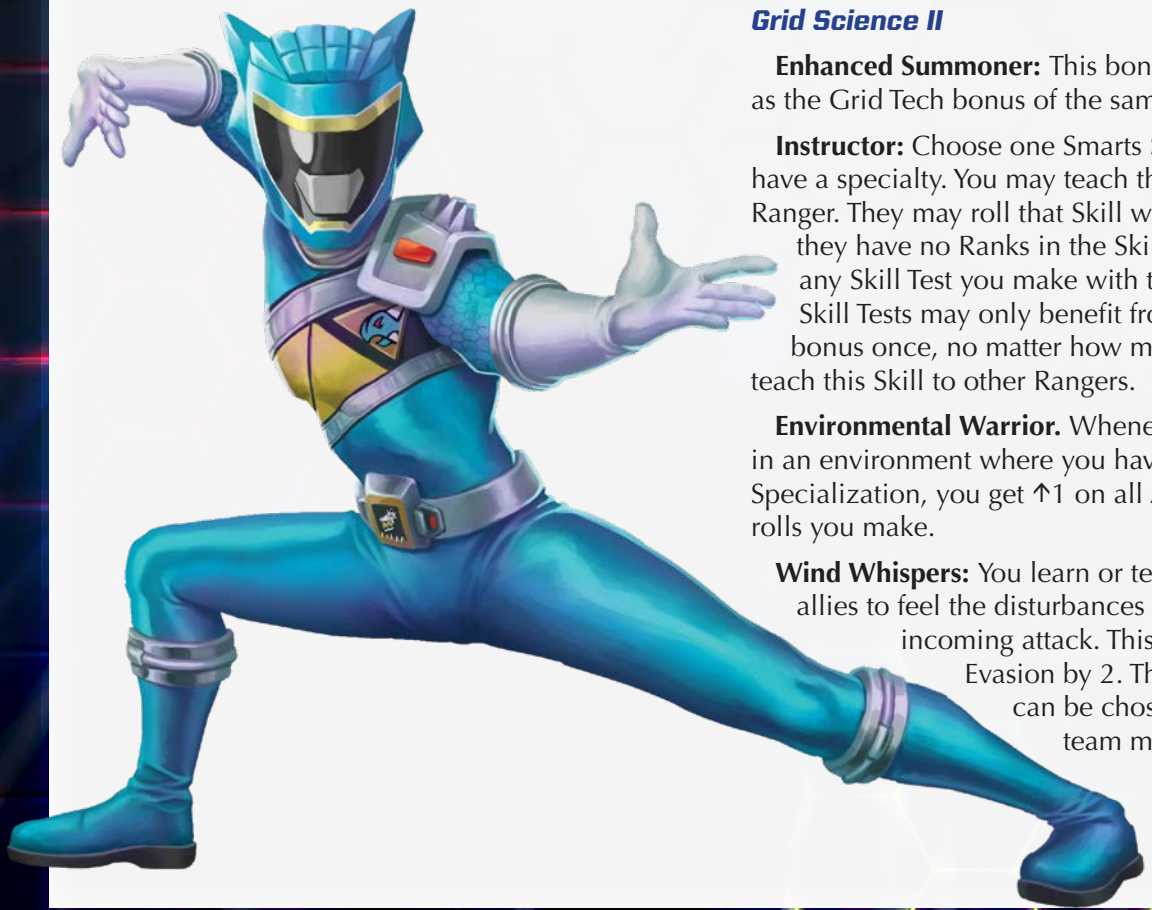
team's Dark Ranger. Your Morphed form gains the following benefits:

- When you Morph, you can choose to either grow wings and gain a flight movement of 30 feet or grow claws and ignore Resistance to Sharp and Energy damage when attacking creatures.
- You no longer need to have Edge to accumulate Terror from your targets.

Aqua Ranger

The Aqua Ranger is a special type of Blue Ranger. Rather than being a technology expert, the Aqua Ranger focuses on science. Aqua Rangers are scholars and scientists that try to understand the world around them and find solutions to ecological and natural threats. When an Aqua Ranger taps into the Morphin Grid, they pull from the vast reservoir of experience contained within the Morphin Grid to find solutions to natural problems.

As a role shift, the Aqua Ranger uses the Blue Ranger spectrum with the following alternate Spectrum Role features instead of those used for the Blue Ranger.



GRID SCIENCE

Replaces Grid Tech

You can tap into the vast experience contained within the Morphin Grid and enhance your own scientific knowledge. You acquire this Role Perk in four parts, I, II, III, and IV at 2nd, 7th, 12th, and 17th levels. Upon gaining each version of this Role Perk, you may choose two of the Grid Science bonuses currently available to them to apply.

Grid Science I

Aptitude Augmenter: This bonus works exactly as the Grid Tech bonus of the same name.

Calm Beast: You get a ↑1 shift on **Animal Handling (Calming) Skill Tests**.

Commune. You can communicate with the nature around you. Once per scene, you may ask a question about something that happened within the area, and nature telepathically gives you the answer.

Naturalist: When you gain this Perk, choose two environments (such as plains, mountains, forests, zero-g, and the like) to specialize in. When in one of those environments, you gain ↑1 on Survival Skill Tests.

Grid Science II

Enhanced Summoner: This bonus works exactly as the Grid Tech bonus of the same name.

Instructor: Choose one Smarts Skill in which you have a specialty. You may teach that Skill to another Ranger. They may roll that Skill without a Snag if they have no Ranks in the Skill. You gain ↑1 on any Skill Test you make with this Skill, but your Skill Tests may only benefit from the Instructor bonus once, no matter how many times you teach this Skill to other Rangers.

Environmental Warrior. Whenever you fight in an environment where you have a Survival Specialization, you get ↑1 on all Attack rolls you make.

Wind Whispers: You learn or teach one of your allies to feel the disturbances in the air of an incoming attack. This increases their Evasion by 2. This Grid Science can be chosen once per team member.

Grid Science III

Elemental Adaptation: Choose an element. You or one member of your Power Ranger team ignores the element trait when they take damage. For instance, a character that would take extra damage from a Fire element attack doesn't if they have Elemental Adaption: Fire. This Grid Science may be chosen multiple times, once per team member. Each selection may choose the same or a different element.

Morphin Grid Mapsuite: This bonus works exactly as the Grid Tech bonus of the same name.

Survival Training: You or one member of your Power Ranger team gains 1 Health. This Grid Science may be chosen multiple times, once per team member.

Environmental Assist: You can use elements within your environment to increase the damage of your team's Attacks. By spending 1 Personal Power, you and any Power Rangers within 60 feet of you may add 1 to the damage of their Attacks until the start of your next turn. You may choose the damage type based on elements in the immediate environment, but all Power Rangers using this power deal the same type of extra damage.

Grid Science IV

Bend Physics: Your knowledge of science and the environment allows your mastery of the Morphin Grid to bend physics for you and your team. While morphed, you and your Power Ranger team can double your Movement and gain a +2 Evasion against ranged attacks.

Energetic Shields: This bonus works exactly as the Grid Tech bonus of the same name.

Organic Zord: You can tap into the Morphin grid and enhance your or another Power Ranger's Zord with a Feature chosen from the Upgraded Zord features. The Zord gains a more organic look in the process (although it is still clearly a Zord). This Grid Science may be chosen multiple times, once per team member.

Primal Rage: You can tap into the evolutionary past and infuse you and your Power Rangers team with extra strength. You and your Power Ranger team gain ↑1 on unarmed Attacks.

ELEMENTAL SHIELD

Replaces Power Infusion

Upon reaching 9th level, you can pour your Morphin Grid energy into your teammates. As an Aqua Ranger, you understand the elements and can instantly create scientific equations to counter elemental threats. Once per scene, by spending 1 Personal Power and a Free action, while Morphed, you and each of your Morphed Power Ranger teammates within 60 feet may ignore 1 Energy damage that they take from their next attack by an energy weapon. At 18th level, they may ignore 2 Energy damage from their next attack by an energy weapon.

ELEMENTAL STORM

Replaces Power Burst

At 10th level, the Aqua Ranger knows how to tap into the Morphin Grid to affect local weather patterns. Once per scene, you can spend 1 Personal Power and a Free action to cover an area of up to 100 yards with bad weather. Choose either Blinded, Deafened, or Prone. Make a single Survival (Weather Prediction) Skill Test against the Toughness of each enemy in the area. Those you beat are afflicted with the condition until the end of their next turn.

Tech, Science, and Magic?

You might notice that some Grid Science powers are the same as Grid Tech. This is because science and technology go hand in hand, and thus some powers are buildable by both. Because of this, your Game Master may allow your Blue Ranger to select a Grid Science power given here and create it as Grid Tech. If you're playing an Aqua Ranger, your Game Master may also allow you to port over Grid Tech and reconsider it as science.

Thinking further afield, Grid Science and Grid Tech can also be re-flavored as "Grid Magic" or "Grid Psionics" if your campaign occurs in a setting where such things are commonplace. There is no reason why Bend Physics couldn't be a magical spell or that a telepathic connection is what enables Calm Beast!

Silver Ranger

Silver energy flows through the Morphin Grid, seeking to infuse candidates with an extraordinary symbiosis between a Ranger and their Grid constructs. All Power Rangers utilize Grid constructs as their signature weaponry, but a Silver Ranger enjoys a more fluid relationship with the Morphin Grid to create whatever they need when they need it.

With their power over Grid constructs, Morphin Grid scholars consider Silver Rangers a weapon wielded by the Morphin Grid itself. Silver Rangers come in several personalized and scenario-specific varieties. From the aptly named Silver Space Ranger and Beast Morphers Silver to the Titanium Ranger and Lunar Wolf Ranger, these titles represent the same Advanced Spectrum infusion. Even the time-traveling Nova Ranger hails from the Morphin Grid Spectrum's Silver energy.

Why is Silver Here? It wasn't in...

The new Graphite Ranger modifies the Silver Ranger Role, so presented here is the Silver Ranger for completeness.

PERFECT TOOL FOR THE JOB

Silver Rangers are jacks of all trades, embracing the Morphin Grid's flexibility to solve a problem or overcome an obstacle. The same goes for having the right weapon for the enemy standing against them—a Silver Ranger urges the Morphin Grid to create the best way to defeat evil and defend the innocent.

TEAM PLAYER OR NOT?

Like their Green and White colleagues, Silver Rangers are excellent additions to Power Ranger teams but often tend to work alone. Akin to how the Silver Ranger calls on the right tool for the job, Champions of the Morphin Grid call out for their Silver Ranger allies when the time is right. Nothing keeps a Silver Ranger from staying with a team following the call to duty, but it often seems they fade away shortly after the threat is dealt with unless they feel the team needs them around.

ALWAYS A SILVER RANGER

While there may not be a Silver Ranger on every Power Ranger team across time and space, at least one candidate exists in each corner of the universe and every dimension. When the time is right, the Grid connects the Silver energy to a candidate and sends them to other Rangers' aid.

TABLE 2-12: SILVER RANGER

LEVEL	ROLE PERK	PERSONAL POWER CAPACITY	GRID SURGES	STRENGTH INCREASE	SPEED INCREASE	SMARTS INCREASE	SOCIAL INCREASE
1st	It's Morphin Time!, Zord, Power Heal (1)	2	0	—	+2	+1	—
2nd	Danger Sense, Grid Surge	2	2	—	—	+1	—
3rd	Zord Feature, Power Boost (+1 damage)	2	3	+1	—	—	—
4th	General Perk	4	3	—	—	—	+1
5th	Extra Attack	4	4	—	+1	—	—
6th	Grid Power, Zord Feature	4	4	—	—	+1	—
7th	Duty of the Silver, Power Heal (2)	6	4	+1	—	—	—
8th	General Perk	6	5	—	—	—	+1
9th	Power Adaptation I	6	5	—	+1	—	—
10th	Power Boost (+2 damage), Zord Feature	8	5	—	—	+1	—
11th	Grid Power	8	6	+1	—	—	—
12th	General Perk	8	6	—	—	—	+1
13th	Power Heal (4)	10	6	—	+1	—	—
14th	Zord Feature	10	7	—	—	+1	—
15th	Extra Attack (2)	10	7	+1	—	—	—
16th	General Perk, Grid Power	12	7	—	+1	—	—
17th	Power Boost (+3 damage), Zord Feature	12	8	—	—	+1	—
18th	Power Adaptation II	12	8	—	+1	—	—
19th	General Perk	14	8	—	—	+1	—
20th	Silver Ranger Prime	14	9	—	+1	—	—

SPECTRUM ROLE FEATURES

As a Silver Ranger, you gain the following:

Power

Personal Power Regeneration: 4 per day

Personal Power Capacity: +2 per 4 Levels

Training

Armor: Light and Medium Armor

Skill Ranks: +1 Finesse, +1 Targeting, +1 Technology

Grid Equipment

You start with your possessions from your pre-Morphin life and gain the following items from the Morphin Grid. Those marked with an asterisk are only available when Morphed.

- Gridwide Communicator
- Morpher
- Any Melee Power Weapon*
- Ranged Power Weapon*
- May trade the two Power Weapon options above for a Silverizer*

IT'S MORPHIN TIME!

Starting at 1st level, you can summon the energy within you by using your Power Morpher and saying the words "It's Morphin Time!" as a Standard action. Morphin Grid energy envelopes you, giving you a stylized shell of Grid energy that serves as your armor, and grants you access to your Power-based weapons, and many other abilities that require Power to activate.

While Morphed, the following traits and features apply:

- You gain a Toughness bonus depending on your Armor Proficiency: Light (+1), Medium (+2), Heavy (+4), Ultra-Heavy (+6).
- You triple all your Jump distance maximums.
- As a Free action, you can summon any single Power-based weapon to your hands.
- When reduced to 0 Health, you may choose to avoid Defeat by automatically returning to your natural form, unconscious and at 1 Health.

ZORD

At 1st level, you have access to a powerful construct based on your Power Ranger team. These are the various Zords, Borgs, and Power vehicles that the Rangers summon to aid them in battle. When piloting this personal Zord, you cannot suffer Snags while making Skill Tests using the Driving Skill. Rules and statistics for Zords start on page 131 of the ***Power Rangers Roleplaying Game Core Rulebook***.

Silver Ranger Zords

What shape a Silver Ranger's Zord takes depends on their Power Ranger Team. Examples of previously chosen Zords are:

- *Mighty Morphin Power Rangers*: Titanozord
- *Space Rangers*: Mega Winger
- *Lightspeed Rescue*: Max Solarzord

Zord Feature

Upon reaching 3rd level, and again at 6th, 10th, 14th, and 17th levels, a Ranger's connection and proficiency with their Zord has evolved to a place where their abilities are stronger and more powerful. Each time a Silver Ranger acquires this Role Perk, they may choose from the list of available Zord Features to apply to their Zord.

POWER HEAL

One of the first things a Silver Ranger learns is to call on the Morphin Grid to repair their Morphed form in the heat of battle. At 1st level, you can spend Personal Power as a Free action to heal yourself for 1 Health per point of Personal Power spent. The amount of Health recovered per point of Personal Power spent using this Role Perk increases to 2 Health at 7th level and finally to 4 Health at 13th level.

DANGER SENSE

Silver Rangers develop sharp eyes and quick reflexes when working alone. At 2nd level, you hone your senses for self-preservation beyond that of a typical Ranger. You gain ↑2 to your Alertness Skill Tests, have Edge on Skill tests to avoid traps and ambushes, and re-roll 1s and 2s on Initiative Skill dice.

GRID SURGE

Upon reaching 2nd level, you learn how to channel Grid energies to create something helpful directly into your hands. As a Standard action while Morphed, you can activate a Grid Surge as many times per day as shown in Table 2–12: Silver Ranger. You may choose one of these four effects each time you activate this perk.

- You can create a temporary construct that is a tool or item needed at the moment that lasts for one hour. When you create the object, choose one Skill. The construct tool grants you Edge on Skill Tests with the selected skill.
- You can change the shape and type of your Power Weapon until you leave your Morphed form, such as changing a light dagger to a versatile staff or a two-handed trident.
- You can increase your Morphed form's armor bonus to Toughness Defense by 1 for 1d6 × 10 minutes. You can choose this multiple times, up to a +3 cumulative bonus.
- You can speed up the arrival of any Zords currently en route to the scene by 1 round. You can choose this multiple times in the same scene.

POWER BOOST

Starting at 3rd level, you can call upon the Grid to boost your Power Weapon attacks. As a Free action, you may spend two Personal Power to activate this perk. While active, you inflict an additional point of Energy damage with each Power Weapon attack. This bonus Energy damage increases to two points at 10th level and three at 17th level.

GENERAL PERK

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can personalize your Ranger by adding a General Perk for which you meet the prerequisites.

EXTRA ATTACK

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn. The number of attacks increases to

three when you reach 15th level. This Role Perk only functions while Morphed and fighting as an Individual.

GRID POWER

Upon reaching 6th level, and again at 11th and 16th levels, you expand your understanding and connection to the Morphin Grid. Each time you acquire this Role Perk, choose a Grid Power for which you meet the requirements for to add to your Ranger.

DUTY OF THE SILVER

At 7th level, the Morphin Grid calls upon the Silver Ranger as much as the Silver Ranger calls upon it. You can spend one of your Grid Surges and 2 Personal Power to instantly teleport to the closest concentration of Power Rangers on that dimension or timeline. Additionally, you gain the Heavy Armor proficiency automatically. If you already have the Heavy Armor proficiency, you gain the Ultra-Heavy Armor proficiency instead.

POWER ADAPTATION

At 9th level, and then again at 18th level, your Morphed form evolves in new ways. Choose one of the following improvements on Table 2–13: Power Adaptations to your Morphed form; each requires Personal Power to activate.

TABLE 2-13: POWER ADAPTATIONS

NAME	COST	EFFECT
Boost of Speed	1 Personal Power	Increase Movement by 20 feet for 1d6 minutes.
Crushing Strength	1 Personal Power	Gain ↑2 to all Athletics and Brawn Skill Tests for 1d6 minutes.
Striking Hands	1 Personal Power	Gain ↑1 to your unarmed Attacks for 1d6 minutes.
Fast Trigger	2 Personal Power	Make one additional ranged Attack per Attack action for the next 1d6 combat rounds.
Regenerating Shell	2 Personal Power	Restore 1 Health at the end of each of your turns for 1d6 turns.

SILVER RANGER PRIME

At 20th level, you have become the most advanced version possible of your team's Silver Ranger. Your Morphed form immediately gains the following benefits:

- You gain +2 to all Defenses
- You deal an additional point of damage on all Attacks in the first turn of a combat scene.
- Enemies suffer Snag when attacking your Willpower Defense.

Graphite Ranger

The Graphite Ranger is a special type of Silver Ranger that focuses on bringing extra might to the battle when the Power Rangers need it the most. Those chosen to be a Graphite Ranger are often busy individuals who don't have time to join their allies regularly but can be called upon in certain situations to bolster their ranks or enable them to divide their team without losing their effectiveness.

While the Graphite Ranger isn't normally part of the team, that doesn't make them a lone wolf. When a Graphite Ranger arrives, they are fully committed to helping their Ranger teammates. They just tend to fight best when they take on challenges themselves. Usually, a Graphite Ranger diminishes an enemy's forces by isolating a threat rather than joining their allies as a group.

As a role shift, the Graphite Ranger uses the Silver Ranger spectrum with the following alternate Spectrum Role features in place of those used for the Silver Ranger. While both Roles use the Morphin Grid to create new items when needed, the Graphite Ranger

TRAINING

Armor: Light, Medium, and Heavy Armor

FIGHT ME!

Replaces Danger Sense

At 2nd level, the Graphite Ranger learns how to provoke a Threat to focus on them. During combat, you may choose a Threat that you can see. This Threat suffers ↓1 on Attack Skill Tests against any target other than yourself.

You may only use this Perk against one Threat at a time, but you may change which Threat this applies to at the end of each of your turns.

BRUTE FORCE

Replaces Power Boost

Starting at 3rd level, you can call upon the Grid to boost your Power Weapon Attacks. As a Free action, you may spend two Personal Power to activate this Perk. While active, you inflict an additional point of Blunt damage with each Power Weapon Attack as you summon Grid manifestations (such as Prince Phillip's spiked wrecking balls) to strike the foe in time with your attacks. This bonus Blunt damage increases to two points at 10th level and three at 17th level.

You may forego one point of extra damage to instead cause the target hit to suffer Snag on their Skill Tests against anyone but you until the start of your next turn.

DUTY OF THE GRAPHITE

Replaces Duty of the Silver

At 7th level, the Graphite Ranger learns to open themselves to the flow of the Morphin Grid to travel where needed most. You can spend one of your Grid Surges and 2 Personal Power to instantly teleport to the closest concentration of Power

Part-Time Graphite Rangers

The Graphite Ranger is a perfect choice for a player who regularly misses sessions but still wants to play, and it provides an in-game reason for the player's sporadic attendance. A Graphite Ranger is only called upon when the situation requires it, and the Game Master can easily bolster a threat's capabilities when the Graphite Ranger's player can make the session.

Alternatively, the Graphite Ranger could be an NPC that normally doesn't engage with the player characters, but in situations where a Power Ranger is captured, depowered, or otherwise sidelined, the affected player could be given the Graphite Ranger to play when the call goes out to bring in reinforcements!

Rangers on that dimension or timeline. When you arrive, you may choose one enemy you can see and make a Social Skill Test against their Cleverness. If successful, that enemy gains the Blinded Condition against all of your allies as they focus on battling you head-on.

GRAPHITE RANGER PRIME

Replaces Silver Ranger Prime

At 20th level, you have become the most advanced version possible of your team's Graphite Ranger. Your Morphed form immediately gains the following benefits:

- You gain +2 to all Defenses
- During the first turn of a combat scene, all enemies must attack you and suffer Snag on their Attack Skill Tests.
- Enemies suffer Snag when attacking your Cleverness Defense.

Roles and Spectrum Perks

Sometimes a Ranger doesn't exactly mesh with the assumptions of their Spectrum. Maybe the Pink Ranger prefers to sneak around and defeat their enemies up close, or the Blue Ranger is more into magic than grid tech. Oftentimes these changes aren't enough to warrant an entire spectrum shift, but swapping out a Perk here and there can enable the player to better portray their Ranger as they wish for them to be.

Also, in some cases, such as the Dino Charge Rangers, there are Rangers very similar to Rangers of another Spectrum. Rather than create entirely new roles for them, the Spectrum Perks offered here can modify an existing role to create a Ranger that feels distinct from the parent role. Two such Rangers are offered here, the Aqua Ranger and the Graphite Ranger.

Unlike other Perks, Spectrum Perks may only be taken in consultation with the Game Master, as they fundamentally change the Spectrum Role Features for a Ranger. Also, in most cases, these changes should be noted before a Ranger enters play, even if those Perk changes don't happen until higher levels.

A word of caution: while Spectrum Perks offer a lot of variety, they may disrupt the integrity of using the Roles as-is and risk one Ranger modifying their spectrum to challenge a niche already occupied by another player. In other words, if you modify your Pink Ranger to acquire a lot of Perks normally associated with the Red Ranger, then that may become an issue if there's already a Red Ranger on the team!

Sample Alternate Spectrum Perks

Here are a few Perks that can be swapped with other Spectrum Perks to make your Power Ranger more unique. These Spectrum Perks are universal and can be used with any Spectrum Role.

CYBORG

1st level alternate Spectrum Perk

You aren't entirely human (or alien). Some of your body parts have been replaced with mechanical parts. These components make you more durable. Whenever you take damage, you may instead have the damage applied as Essence damage. While this may temporarily give you a boost in combat, you may not recover any lost Health until your Essence damage is healed.

DOUBLE ATTACK

1st level alternate Spectrum Perk

You are proficient with using a weapon in each hand. When wielding two light weapons, you do not suffer penalties for attacking with both. You may still only make one off-hand strike per turn when taking the Attack action.

CHARISMATIC

2nd level alternate Spectrum Perk

You have a natural charisma that makes others more comfortable around you. You gain ↑2 on Deception and Persuasion Skill Tests when trying to get someone to trust you.

HUNCH

2nd level alternate Spectrum Perk

You are good at recognizing when things aren't what they seem, even when your Power Ranger team isn't convinced. You gain ↑2 on Alertness Skill Tests when observing or following a Threat.

Form Perks as Spectrum Perks

Many Power Ranger teams begin play with a set of themed powers that bind them together and make them unique as a team. Under the Role rules in the ***Power Rangers Roleplaying Game***, general Perks (to which form Perks are included) aren't available until 4th level.

At your Game Master's discretion, you can decide as a group whether to take a Form Perk in place of your 1st level role Perk that you'd normally get in addition to "It's Morphin Time." In this case, you lose a little bit of distinctiveness in return for team unity and themed powers. If you'd like to keep your usual Role Perk yet still get the Form Perk at 1st level, see the Origin Perk option later in this section.

Hot Swapping Spectrum Perks

When modeling Power Rangers of different teams, sometimes a Ranger of one Spectrum has traits generally associated with a Ranger of a different Spectrum. Sky Tate, for example, starts as the Blue Ranger for the Power Rangers S.P.D. team, but what he really wants is to be the Red Ranger. Thus, even as the Blue Ranger, he exhibits more leadership traits than technical ones.

Fortunately, all the Spectrum Roles in the ***Power Rangers Roleplaying Game*** follow the same format, and it is easy to parse and swap them out. For example, Sky Tate isn't shown as much of a technician, so in place of Grid Tech, you might swap it out for the Black Ranger's You Got This! Perk. While Sky lacks the usual jovialness associated with the Black Ranger, his You Got This Perk! Can be reinterpreted as Sky's intense studies at being a Ranger paying off with words of wisdom at the right time. You might even want to rename the Perk "By the Book" to differentiate it.

Another lesson to take from this example is that what makes this hot swap work well is that the S.P.D. Rangers lack a Black Ranger, so you wouldn't be stepping on the toes of another player's character. Remember, every Ranger fills a niche, and it is always better to complete a team rather than double up and risk stealing the spotlight away from another Ranger when they are supposed to shine!

Spectrum Option: Changing Colors

The rules here are designed to allow players to adapt a Ranger to any team when the Ranger's spectrum color doesn't entirely mesh with the capabilities of the original Teenager with Attitude that used that color. Thus Koda, who is a neanderthal Blue Dino Charge Ranger, can swap out his tech-based abilities but still be considered a Blue Ranger.

Rather than redesign a Spectrum to fit, however, you can simply use another Spectrum Ranger and change the color. Continuing with our example, Koda is basically the heart of the Dino Charge Rangers. A quick scan of the Spectrum Roles indicates that the Black Ranger would be a better fit. Koda can be built as a Black Ranger who wears blue.

When making a color change, be sure that you aren't stepping on the toes of another Ranger. If there are two Rangers that end up with the same Spectrum Role, then there are two choices. Either the other Ranger can also make a color change, or you can use the Spectrum Perks here to differentiate two Rangers that use the same Role.

General Perks

This section provides new General Perks for the ***Power Rangers Roleplaying Game***. These Perks are available to any Ranger. Characters in other Essence20 Roleplaying System games may, at the Game Master's option, also select these general Perks.

Note that Form Perks are technically General Perks but have been separated into their own section for clarity, as individual Power Ranger teams tend to take the same form Perk. As a reminder, a character can only benefit from one Form Perk per Morph.

Battlizer Access (Specific Battlizer)

Prerequisite: 5th level or higher, GM Approval

You are the guardian and custodian of a Battlizer, a treasured Ranger relic. You can tap into the Morphin Grid to summon it when you need its aid.

When you choose this Perk, select a Battlizer from the section beginning on page 87. While Morphed, you may spend the chosen Battlizer's Power Cost to summon and use it.

You may choose this Perk multiple times but must choose a different Battlizer each time.

Chivalrous

Whether taught to you or self-imposed, you follow a code of honor and courtesy that is evident to whomever you meet. Most are charmed by your grace; a few try to take advantage. You gain the following benefits:

- You gain ↑2 on **Persuasion (Diplomacy) Skill Tests**.
- Add an additional Story Point to your team's pool each game session.
- Once per day, you may act as though specialized in any Social Skill for one Skill Test.

Privileged

You were either born noble or raised in an environment that afforded you more benefits than the average person. You gain the following benefits:

- Gain an Edge on **Social Skill Tests** against someone who feels that your status could negatively impact them.
- Spend a Story Point to gain a temporary ally for the rest of the game session. This ally is awed by you and performs any reasonable requests so that they may hang around you but won't put themselves in danger for you.
- Once per game session, you may gain access to a person or area normally barred to you by virtue of your privilege.

Puzzle Solver

You have a fascination with puzzles and this helps you put clues together more easily than others. You gain the following benefits:

- Gain ↑1 on **Alertness (Investigation) Skill Tests** that directly involve resolving the current adventure.
- Add an additional Story Point to your team's pool each game session.
- You may spend a Story Point to see the connections between parts of a puzzle even if you don't know how they fit together yet. When you do so, the GM points out people or items in the current scene related to the mystery. If the scene has no connections to your current puzzle, you regain the spent Story Point.

Temporal Acclimation

Prerequisite: You must come from a different time period.

You have spent enough time in the present period to have grown used to its quirks and foibles. While you still feel like an outsider, most people observing you wouldn't notice your unfamiliarity. You gain the following benefits:

- You can use everyday technological items without penalty, although you may still take Snag or be unable to operate complex electronics or machinery.
- You gain fluency in 1 language of your choice (usually the commonly spoken one in your new home region).
- Your time-displaced quirks are endearing to others. You enjoy Edge on Social Skill Tests the first time you meet someone in this time period.

Trustworthy

Prerequisite: Social 3 or higher

Not only are you good at keeping secrets, but you are also good at getting others to trust you despite keeping those secrets. You gain the following benefits:

- You gain Edge on Deception (Bluffing) Skill Tests when convincing someone that they can set aside your secret for the time being.
- You gain a +2 bonus to your Cleverness Defense.

Form Perks

The Perks listed here enable a Power Ranger to modify the form of their spectrum or, in some cases, their unmorphed form. These Perks require you to choose a form when activating the "It's Morphin Time!" role Perk. You may only benefit from one Form Perk each time you use "It's Morphin Time!" You cannot change your Form until you use "It's Morphin Time!" again. Ninja Power from the ***Power Rangers Roleplaying Game Core Rulebook*** counts as a Form Perk and does not combine with any other Form Perks.

Origin Form Perks

Some Form Perks may seem more appropriate for characters in which to start play, rather than wait until the appropriate level to take a Perk. The Power Rangers of S.P.D., for example, had mutant powers that they were gifted with from birth. While a Game Master could rule that such powers are dormant until the appropriate level, there is another option.

Every Origin has an Origin Benefit, an ability that sets them apart. Your Game Master may allow you to replace this Origin Benefit with an appropriate Form Perk instead. In this case, rather than each Ranger being individualized through their backgrounds, they are united as having the same Form Perk. These Form Perks have different abilities to choose from, keeping each Ranger individualized.

It is also possible to mix and match. Perhaps one Ranger was given an early experimental dose of the Beast Morpher formula at the start of the campaign, while her comrades wait until the appropriate level to become Beast Morphers. Should your Game Master feel that there's a power discrepancy, then they may give you a more onerous hang-up for your extra power that resolves itself once the rest of your team catches up!

Why Don't We Get Form Perks at Level 1?

If you are familiar with Power Rangers media, it may be frustrating at first to wonder why you must wait for 4 role levels to acquire benefits that Power Rangers in the media seem to get right out of the gate. Something is wrong, right?

No. The *Power Rangers Roleplaying Game* runs with the idea that Power Rangers of early levels are in training and don't reap the full benefits of being a Power Ranger until at least 3rd level or when they first acquire their Zord. "Beginning" Rangers in media are generally considered to be around 5th level. By that point, your Ranger has everything they need to be a full Power Ranger.

Having said that, if your Game Master believes that you should have a form Perk early based on the narrative of your campaign, then they might turn it into an Origin Form Perk or simply grant each character the team's form Perk at level 1 as a bonus.

Beast Morpher [Form]

In Coral Harbor, California, scientists discover a way to create a physical substance from the Morphin Grid known as Morph-X. Morph-X quickly becomes a universal clean fuel source and, in the hands of a scientist who was a child prodigy, a catalyst for combining DNA from animals to humans, creating the Beast Morpher Power Rangers.

The Beast Morpher Form is connected to It's Morphin Time! The form grants animal-specific power to the Power Ranger but also imposes a hang-up that is related to the animal DNA incorporated in their system. Note that while this form is called "beast morpher," it is possible to combine DNA with birds, insects, and other non-beast creatures.

When you select this Perk, choose from the list below to get your exact abilities. You may only have one beast morpher animal embedded into your DNA at a time (well, maybe not, but trying to integrate a second animal's DNA is likely to have negative consequences!).

CHEETAH

Infused with cheetah DNA, you can run at incredible speeds. Unfortunately, your feline DNA causes you to freeze up whenever you are in the presence of dogs, a common occurrence in the city.

When Morphed, you gain the following benefits and Hang-Up:

- You move at incredible speeds. Your Ground movement increases by 20 feet. While running, you can move across walls as if they were ground terrain. If you end your turn on a vertical surface, you fall.
- As a Standard action, you can run around a creature and create a vortex. The victim must make a **Strength (Athletics) Skill Test** with Snag against your Speed Essence score. If the roll fails, then the victim is thrown 10 feet into the air and knocked prone.
- Hang-up: You tend to freeze when in the presence of a dog. When you encounter a dog (or similar creature, such as a wolf or Sirian alien) for the first time in a scene, you must make a **DIF 10 basic d20 roll** or be stunned until the end of your turn.

GORILLA

Infused with gorilla DNA, you are much stronger than normal. Unfortunately, your gorilla DNA often causes you to go berserk, threatening both friend and foe.

When Morphed, you gain the following benefits and Hang-Up:

- You can summon incredible strength and durability. You gain ↑2 on **Brawn Skill Tests** and calculations to determine the amount of weight you can carry, push, or drag, and add 2 to your Health.
- Hang-up: The heat of battle can take you over, causing you to go berserk. When you fumble during combat, you become enraged and unreasonable – attacking the nearest creature whether they're friend or foe. You can either cool down over the course of 1d4 rounds or an ally can talk you out of your rage with a successful **Persuasion Skill Test against your Willpower**, made as a Standard action.

JACKRABBIT

Infused with jackrabbit DNA, you can jump at incredible heights. Unfortunately, you also wear out quickly and suffer from exhaustion. The only way to counter this is to eat lots of carrots.

When Morphed, you gain the following benefits and Hang-Up:

- You gain Edge and are considered specialized when you jump with an **Athletics Skill Test**.
- You quintuple your movement when jumping. (For example, if you roll an 18 on a standing long jump, ordinarily you'd subtract 10 from your roll (as it was a DIF 10 test) and jump 8 feet. With Jackrabbit, you instead jump 40 feet).
- Hang-up: You quickly become exhausted when in your morphed form. Whenever you roll a Fumble, you have a Snag on all Skill Tests until you can use a Standard action to consume carrots.

Dino Thunder [Form]

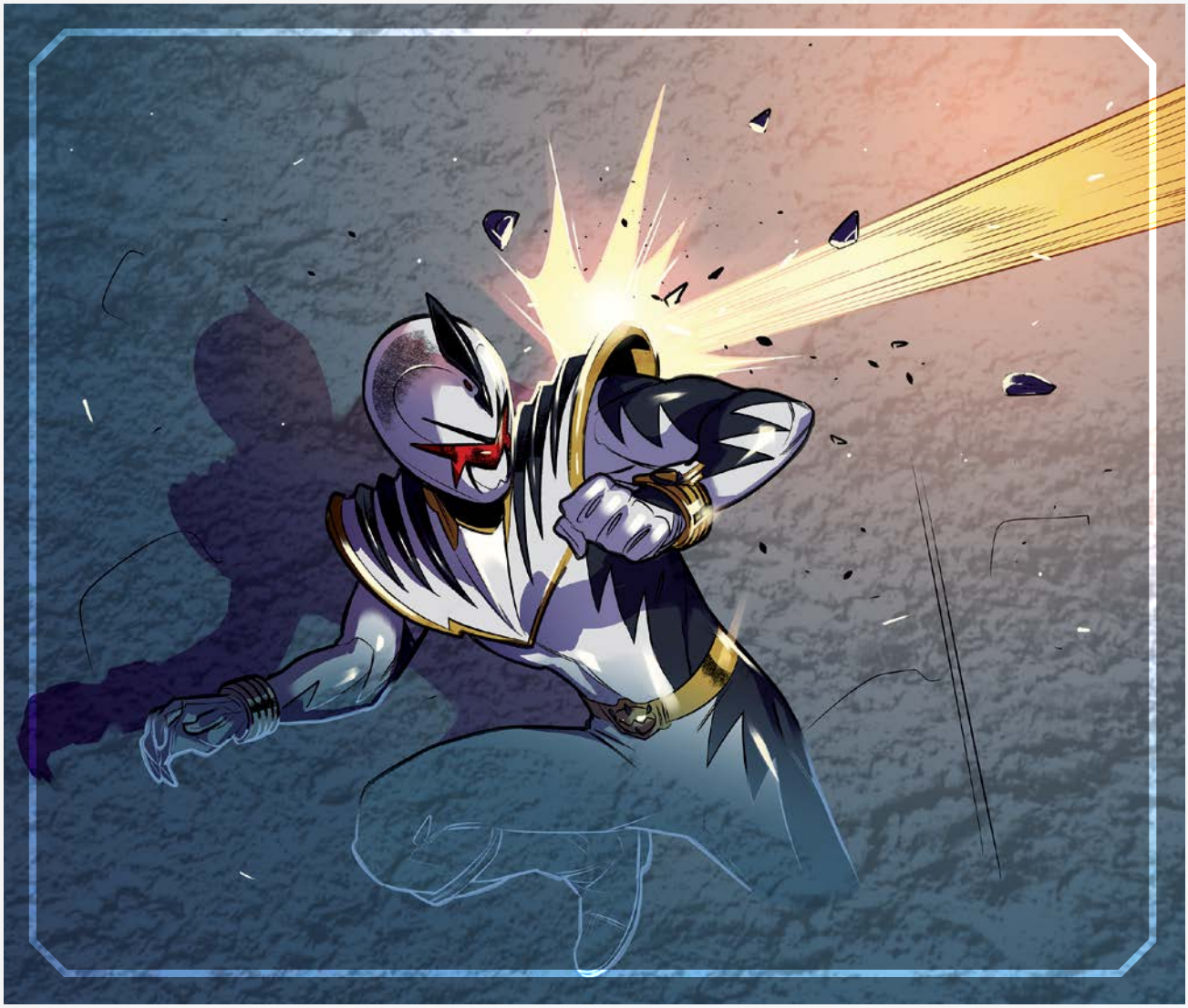
Dino Thunder Form Perks are unique in that you can activate them in your non-Morphed form in addition to when Morphed. When you select this Perk, you gain one of the powers listed below. You can spend 1 Personal Power to gain the listed power's benefit.

AURA READING

As a Free action, you can spend 1 Personal Power to sense the auras of anyone or anything within 60 feet without touching them. You have an Edge on your Alertness (Perception) Skill Tests, and any type of disguise or invisibility has no effect on your test. The psychometry ends at the end of your next turn after activating it.

CAMOUFLAGE

You can spend 1 Personal Power to camouflage yourself for up to 1 minute. You aren't completely invisible, but creatures attempting to notice you suffer Snag on Alertness (Perception) Skill Tests to notice you. Unlike Invisibility, if you take damage or make an attack while camouflaged, you do not lose the camouflage.



INVISIBILITY

You can spend 1 Personal Power to turn invisible for up to 10 minutes. No one can see you, and creatures making Alertness (Perception) Skill Tests notice you have a Snag on their roll. If you take damage while invisible, then your invisibility ends. Your invisibility also ends after you make an attack.

INTANGIBILITY

You can spend 1 Personal Power to become intangible until the start of your next turn. During this time, nothing can harm you and you can move through solid objects. You must end your move in an open area, or you take damage, and possibly lose body parts, from being partially or fully embedded in a solid object (at the Game Master's discretion, you can spend a Story Point to avoid that gruesome fate!

MIND READING

You can spend 1 Personal Power to read thoughts. Generally, these are only surface thoughts, granting you Edge on Alertness (Insight) Skill Tests. At times, you can scan a little deeper, but this only works when the Game Master chooses to provide you with more information.

PSYCHOMETRY

You can learn valuable clues about the past by touching items. As a Free action, you can spend 1 Personal Power when you touch an object to learn who or what used it in the past, similar to a clue you might get from spending a Story Point. Work with your GM on how your character experiences these feelings, ranging from learning strong emotions associated with the object to full visions of the past.

PTERA SCREAM

You can spend 1 Personal Power to belt out a sonic scream that stuns enemies within your range. A Ptera Scream is usually resisted by Willpower.

Ptera Scream (Targeting): Range 20ft/60ft; (2 Stun damage)

Hands: 0

Traits: Area of Effect (30 ft cone); Sonic

REPLICATION

You can spend 1 Personal Power to create a duplicate of yourself. This Duplicate is technically a hologram; it can speak but isn't real. You may, however, switch places with your hologram as a Free action. Your hologram lasts for 10 minutes or until it takes damage of any type.

You may spend an extra Personal Power to either create an additional hologram or to make all holograms "solid" for the duration. You may act through any of the holograms, but you can only make the same number of total attacks that you could make as an individual.

SHIELD PROJECTION

When you are attacked, you may immediately spend 1 Personal Power to produce an invisible force shield that provides +5 to your defense. The attack must do some type of physical harm to you for the shield to take effect. You may also protect others with this shield. If anyone is within 5 feet of you, then your defense bonus also applies to them.

SHIELD PROPULSION

As a Standard action, you can spend 1 Personal Power to create a force bubble beneath you that propels you forward. You may move double your Movement on your next Move action. Alternatively, you may use this power to Jump, granting you an Edge and a specialty on your Athletics Skill Test.

SUPERHUMAN STRENGTH

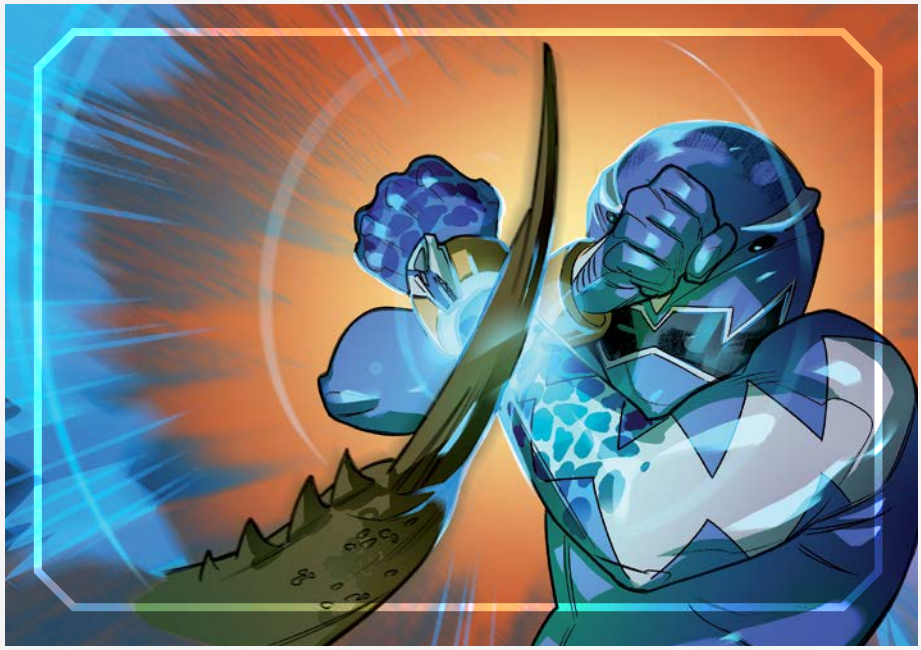
As a Free action, you can spend 1 Personal Power and summon supernatural strength. You have a ↑2 shift on your next Brawn Skill Test and double the amount of weight you can carry, push, or drag until the end of the scene.

TRICERA SKIN

Portions of your skin harden against incoming attacks. As a Free action, you may spend 1 Personal Power to activate this power and gain +5 Toughness until the start of your next turn.

T-REX SPEED

You move at the speed of lightning, effectively disappearing and reappearing. As a Standard action, you may spend 1 Personal Power to "disappear" and "reappear" in any area within 30 feet. Note that you don't actually teleport, so there must be a clear path between where you start and finish.



VISUAL TELEPORTATION

As a Move action, you can spend 1 Personal Power and teleport to any location that you can see. This transport is instantaneous, and you may choose to use other actions before or after you teleport. Sometimes this power may be accompanied by a special effect, such as a puff of smoke.

Ninja Storm Wind Ranger [Form]

Prerequisite: Membership in Wind Ninja Academy or similar organization

As a graduate of the Wind Ninja Academy, you have been given the training to harness the power of the wind and the amulets necessary to tap into an elemental force. When you first take this Perk, you must choose which element is connected to you. You can spend 1 Personal Power in conjunction with your "It's Morphin Time!" Spectrum Role Feature to activate your Ninja Storm power. While Morphed with Ninja Storm Wind Ranger Power, the following is true:

- Your Ground Movement is doubled. This includes jumping.
- You gain ↑1 on **Infiltration (Stealth) Skill Tests**.
- Any attempts to control your mind suffer Snag.
- Your chosen element gives you additional abilities, as noted below. Activating your element requires an extra 1 Personal Power and lasts for 3 rounds.

AIR

The air element grants you the following additional benefits:

- **Aerial movement**: While you don't technically fly, you may move over the ground about 3 feet in the air, avoiding most Rough Terrain and only touching the ground at the end of your movement.
- **Air Blast**: As a Standard action, you can hurl a gust of wind at an opponent. Choose a creature within 30 feet and make a **Targeting (Energy) Skill Test against their Toughness**. If you hit, the creature is knocked prone.

EARTH

The earth element grants you the following additional benefits:

- **Burrowing**: You can move through natural earth or rock as easily as if you were walking or running. Your power subtly shifts the material that you travel through so it is left intact after you pass through it.
- **Duplication:** You can split your body into two separate fighters, but this reduces the Health of both you and your duplicate by 1 from the lesser mass. Each of you may act independently and you merge when the time is up, taking the

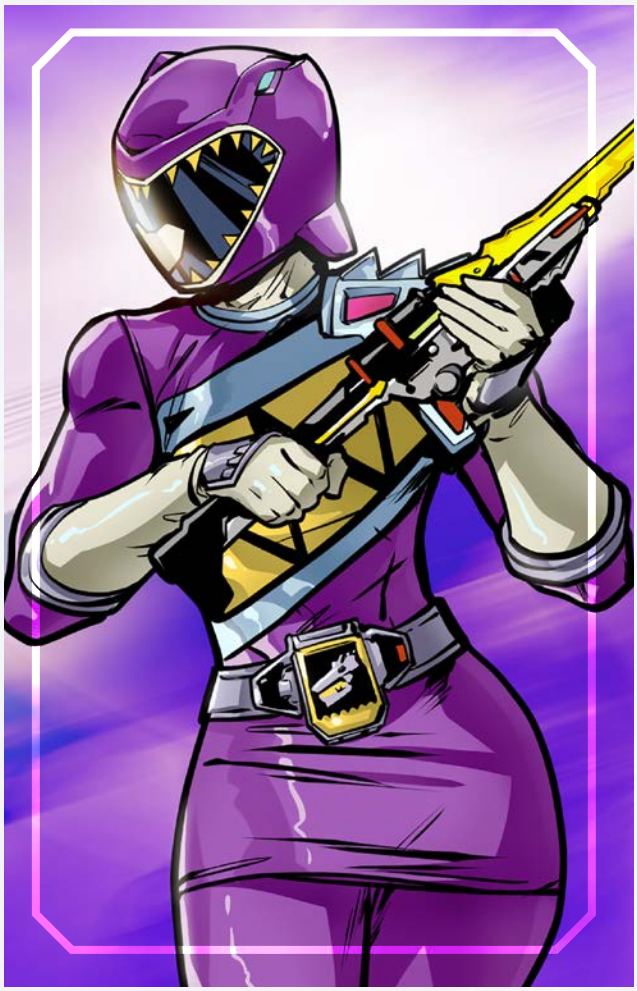
lower Health between you and your duplicate. You regain your 1 Health after you re-merge.

- **Shape Earth:** You can reshape earth or rock that is 10 feet in diameter or smaller into a solid object with the same dimensions.

WATER

The water element grants you the following additional benefits:

- **Shape Water:** You can reshape water that is 10 feet in diameter or smaller, such as by parting it or freezing it solid with the same dimensions.
- **Walk on Water:** You can walk on water or other fluid substances as if it were solid. This is true even if you are simply standing on it.
- **Water Blast:** As a Standard action, you can take water from a source and hurl it at a creature as if it were shot from a high-powered hose. Choose a creature within 30 feet and make a **Targeting (Energy) Skill Test** against them. If you hit, you inflict 2 Stun.



Grid Powers

The following Grid Powers are accessible to all ***Power Rangers Roleplaying Game*** characters, although some may have prerequisites that must be established first.

Dimensional Attunement

You have enough experience with dimensional shifts (portals to a nearby spacecraft or a mystical wood in a parallel dimension) to sense their presence even when they aren't open and may be able to use dimensional openings that would be denied to you. You can also use 1 Personal Power as a Free action to create a temporary portal to another dimension that lasts long enough to allow yourself and anyone within your immediate vicinity access.

Dino Charged

Prerequisite: Energem and Dino Charged Items

You have had enough exposure to your Energems that you can power your Dino Charged items even without your Energem or Dino Chargers. As long as you are Morphed, you can use all of your gear normally. Unfortunately, this takes its toll, and you take 1 Essence damage (you may choose from which) each time you spend a Personal Power. Lost Essence may be recovered normally.

Dino Raptor

Prerequisite: Dinosaur-themed Team

When you need to get somewhere fast, you may call upon a Dino Raptor to activate and run to your position. This costs 1 Personal Power and a Dino Raptor answers the call like a Zord, arriving within 3d2 game rounds. Once it comes into contact with you, you automatically mount and gain control of it for as long as it is needed. Once you dismount, it returns to the Zord carrier or lair.

Dino Thunder Boost

Prerequisite: Dino Thunder Form

When you take this grid power, you are granted 3 extra Personal Power that may only be used to activate your Dino Thunder Form Power. This special form of Personal Power is recovered the same way that regular Personal Power is recovered.

Extra Dino Thunder Form Power

Prerequisite: Dino Thunder Form

Ordinarily, you may only take one power for your Dino Thunder Form. With your Game Master's permission, you may take an additional Dino Thunder Form Power as long as it is rationally related to your Dino Thunder Form. For example, if you took Super Strength, then you may argue that your powerful legs might also grant you Super Speed. In this case, using a Personal Power activates both of your powers, and both powers disappear when you morph.

Grid Tap

Prerequisite: Ability to use Grid Science or Grid Tech

You have a closer affinity to the Morphin Grid. Whenever you gain a Grid Science or Grid Tech Role Perk, you may choose an extra Grid Science or Grid Tech bonus.

Longevity

Your continual exposure to the Morphin Grid has slowed or even halted your aging. By spending 1 Personal Power, you can recall facts or rely on a relationship from the past from 5 years or more that would be useful to remember today.

Prior Experience

You can only take this power if your backstory includes having been a Power Ranger previously and on a different team. Now that you've become a Power Ranger once more with a new team, you can reach through the Morphin Grid and share that experience with your new teammates. By spending 1 Power, you can turn one failure in a Group Skill Test into a success.

White Ranger Extra Dino Thunder

Prerequisites: White Ranger only, Dino Thunder Form

As a White Ranger, you have the ability to mimic the Dino Thunder Powers of your teammates. When you spend 1 Personal Power, you may activate any Dino Thunder Power that you or your teammates have. If you choose a power that is not yours, then the Game Master may impose a Snag or a ↓1 on Skill Tests that involve those powers.

The Price of Longevity

In roleplaying games, the ability to live a long life often doesn't translate well in game terms unless something more tangible, like regeneration, is attached to it. As a Grid Power, Longevity really only works if your Ranger is established to have lived a long enough life for the Perk to be useful. In addition, your Ranger should have been in an area during that time that would be pertinent to the present, as "I spent the last 100 years in Zander" is hardly useful if the entire campaign takes place in Angel Grove.

New Contacts

See the Introduction for rules on gaining and using Contacts.

Anton Mercer

Anton Mercer, the other half of the evil Mesogog before their separation, was once a respected scientist and colleague of Professor Tommy Oliver until one of their experiments went wrong. Anton was presumed dead but became the vessel of the dinosaur-hybrid tyrant Mesogog. His knowledge and his vast fortune could be of great help to anyone who can earn his trust.

Allegiance Points: 3

GAINING AS A CONTACT

Redemption: After defeating Mesogog, or helping his son Trent, the Rangers can earn Anton's trust. If a Ranger can convince Anton that they need help and working against evil (especially if Mesogog should return), they can use their mentor as a Contact once per story.

Dino DNA Expert: As a scientist who has extensively studied dinosaur DNA, Anton Mercer possesses a wealth of knowledge that could prove invaluable to the Rangers in their battles. If the Rangers can provide Mercer with the necessary resources to

continue his research, he offers his aid as a Contact once between training sessions and helps them with research.

CONTACT PERKS

Research Assistant (1 Allegiance Point): Anton Mercer adds ↑2 to a chosen Ranger's next Science or Technology Skill Test. If that Skill Test is a success, it grants 1 additional degree of success.

I've Read About This (2 Allegiance Points): Anton provides expert knowledge to the chosen Ranger, and for the rest of the scene, they increase their damage with a single weapon by 1.

I've Got the Bill (3 Allegiance Points): Anton is happy to spend his wealth to aid his allies. The chosen Ranger gets an appropriate piece of equipment, with a rarity of Prototype or below to use in a scene, or can succeed on a single Wealth test.

Hayley Ziktor

Hayley is the owner of the Cyberspace Café in Reefside and is a graduate of MIT. She started her own cyberspace café after having worked for several high-tech corporations, and she is the secret creator of much of the Dino Thunder team's equipment. Apart from being highly intelligent, she's also a keen-eyed observer and often knows far more about what's happening than anyone else.

Allegiance Points: 3

GAINING AS A CONTACT

Tech Savvy: Hayley is always looking for ways to improve the gear she's created, constantly tweaking, and improving on the design. If the Rangers provide her with new technology or information on a threat she's not heard of before, she may offer her aid in information gathering as a Contact once per story.

Trusted Ally: Hayley's proven herself a useful ally to various Ranger teams over the years and has developed much of their equipment. As the newest Ranger team to surface, Hayley's watching them, and if they manage to convince her of their good intentions and ability to handle threats, she'll reach out to them, and offer her aid in between sessions.

CONTACT PERKS

Cyberspy (1 Allegiance Point): Hayley does a bunch of deep digging and finds information on the current threat that the Rangers are facing. This reveals any of the enemy's weak spots or Hang-Ups.

You're Holding It Wrong (2 Allegiance Points): Hayley offers information on a piece of equipment. Until the end of the scene, one Ranger can use a single piece of equipment as if they had trained with it and gains ↑1 on Skill Tests when using it.

Deploying Something New (3 Allegiance Points): Hayley's been experimenting with new gear, but it's not quite ready for mass deployment. For the next 3 rounds, a single piece of equipment of a chosen Ranger gains a single modification of the Ranger's choice. This must still be functional for the item.

Keeper

Keeper was an alien on the run and the self-appointed guardian of the Energems that he's kept safe from Sledge since the time of the dinosaurs. How exactly he survived the event that wiped out the dinosaurs is something he keeps to himself, but what is clear is that he's incredibly long-lived, having been alive for at least 65 million years.

Allegiance Points: 3

GAINING AS A CONTACT

The Energem Guardian: Keeper has guarded the Energems for millions of years, and still views himself as their protector, along with the people who are transformed by their power. If the Rangers prove themselves as worthy protectors and users of the Energems, and show their commitment to good, Keeper acts as an advisor and guide who can be summoned once per story as a Contact.

Mentor: Keeper's a wise and experienced mentor, an alien that's been on Earth since the time of the dinosaurs. If the Rangers show eagerness to learn and improve their skill and show that they respect his advice, he'll be able to guide them during their downtime.

CONTACT PERKS

Energize (1 Allegiance Point): The chosen Ranger gains a +2 deflective bonus to Toughness. This lasts for 3 rounds.

Energem Blast (2 Allegiance Points): Once per scene, Keeper can help a chosen Ranger to unleash a surge of energy. Any weapon used by the Ranger until the end of the Scene deals an extra 1 Energy damage and gains the Trip Trait.

Getting to Safety (3 Allegiance Points): Once per story, Keeper can assess that the Rangers are in over their heads and he teleports them to safety.

Professor Tommy Oliver

Though he's now a professor, Tommy Oliver is always a teenager with attitude at his core. Tommy is the most experienced and accomplished Power Ranger of all time, having served with multiple teams. Tommy first emerged to menace the Power Rangers as one of their most dangerous adversaries, but now he is arguably the greatest of them all. Tommy now guides teams, builds morphers, and helps fight evil.

Allegiance Points: 3

GAINING AS A CONTACT

Always a Ranger: Even when not currently on a team, Tommy works to protect the innocent and help Ranger teams as much as he can against major threats. Rangers working against an enemy Lieutenant or Villain can call on Tommy to aid them once per story.

Redemption Arc: Tommy has a weak spot for those who commit to converting from evil to good. He sees something of himself in them, and if the Ranger can convince Tommy that their attempt to convert is genuine, the Ranger can summon Tommy once per story.

Tricks of the Trade: Tommy has seen more than his fair share of fights and has become a master of combat. Any Ranger who expresses a need to improve their martial skills can find an expert trainer in Tommy.

CONTACT PERKS

Learned a Trick! (1 Allegiance Point): Tommy advises the Rangers on what to do next. The chosen Ranger gains a Perk of their choice that they qualify for, for the rest of the scene.

I'm A Power Ranger 'Till The End! (2 Allegiance Points): Tommy has as much attitude as any teenager, and he's had longer to work on his quips. Once per scene, Tommy can distract an enemy giving them Snag on all Attack rolls for the next 2 rounds.

Soul of the Dragon (3 Allegiance Points): Calling on the Morphers and Zeo coins in his possession to take on a Ranger mantle once more. Once per story, Tommy leaps into action by either performing one Perk from the Green, Red, Black, or White Spectrum Roles or by unleashing his fighting spirit, dealing 3 Blunt and Energy damage to each enemy in a 20-foot area in a flurry of Grid-enhanced strikes.

CHAPTER 3

HELMETS, MORPHERS, AND MORE

Introduction

Being a Power Ranger is more than just declaring "It's Morphin' Time!" and donning a color-coded uniform. In addition to enhancing their fighting capabilities, each Power Ranger is granted an arsenal of arms and armor that enables them to challenge and defeat monsters, mutants, evil space aliens, and other threats.

All Power Rangers receive powers from a quasi-mystical source, whether it be power coins, dino gems, mystic wands, or Energems. The creation of these objects instills signature magical abilities within them that are combined with science to create specialized gear and Zords for the Power Rangers to use.

Each power source grants gear that involves a central theme, such as dinosaurs, cosmic powers, or ninjas (or combinations of these examples!). Within this chapter are several such items, from mundane gear that every Power Ranger on a given team possesses to new weapons, vehicles, and Zords. The gear within this chapter may be used as-is or as inspiration and examples for you to create unique specialized gear for a Power Rangers team!

Note that not all gear is granted at once to a team of Power Rangers. While the magical nature of power sources usually grants their bearers some basic knowledge of how to summon and use new gear, many more advanced items are held back until there is a great need or the Power Ranger is ready to handle them!

Just Because You Didn't See It...

All gear listed here and in the *Power Rangers Roleplaying Game Core Rulebook* have one thing in common; they are showcasing the capabilities that they displayed in various media. It is quite possible that a Dino Cycle, for example, may have a few extra options that are yet to be seen.

When your Game Master gives you gear or a vehicle, be sure to ask them whether the gear is standard or whether there are extra features (or even replaced ones). Your Game Master knows the threats that you are likely to encounter and has no doubt equipped you with the gear you need to face them!

General Mundane & Season-Specific Gear

This section provides items and kits that you may select for your Power Ranger in addition to those offered in the ***Power Rangers Roleplaying Game***.

Blog: Not a physical object, but gear just the same. Many young people have online blogs and, as the years pass, more older people do too. Reading a blog can tell you many things about a person and careful manipulation of a blog can cause distress if you manage to increase their "dislikes." Make a **Technology (Computer) Skill Test against the blogger's Cleverness or Willpower** if you want to send a message and get them to react appropriately.

Bug: This tiny device is often no bigger than a small battery. If you make an **Infiltration (Sleight of Hand) Skill Test**, you can slip it into someone's belongings and track them. Generally, bugs are short-range, but if you know the frequency, then you can track them from your headquarters.

Dino Charge Morpher: This energy pistol looks like a paintball gun. When a Dino Charger is inserted, the Dino Charge Morpher enables a Dino Charge Ranger to morph (a Dino Charge Ranger can morph without a Dino Charger if they have their Energem). Using a Dino Charger in this way does not expend its 1 Personal Power.

Dino Charger: These small battery-sized objects provide a Ranger with 1 Personal Power. See *Dino Chargers* for more details.

Dino Gem: This small, egglike crystal bonds with a Dino Thunder Ranger to attach them to the Morphin Grid. If it falls into the wrong hands, its power can be drained and used for evil.

Dino Morpher: These small, handheld devices can also become bracelets. They enable Dino Thunder Rangers to Morph and connect with the Morphin Grid.

Drone: This small remote-controlled aircraft is primarily used for recreation, but paired with a camera it can give you access to places that are barred to you. Fair warning, though, drones make noise, so they aren't always the perfect spy tool.

Energem. This tiny colored crystal gives a Dino Charge Ranger their ability to Morph and channel Morphin Grid energy. See Energems & Dino Drives for more details.

Smartphone: No teenager with attitude in the modern day would be complete without one. Ostensibly a mobile telephone is its primary function, but users spend more time using it for texting, listening to music, and surfing the web. Users tend to be distracted, suffering a Snag on Alertness (Perception) Skill Tests while using the device.

Basic Gear

Various Power Ranger teams have different-looking gear that all do the same things. If you are creating a new Power Ranger team, you're going to need a Morpher and a Communicator. It doesn't matter whether your Morpher is a Dino Charger, Dino Morpher, or Power Coin, they all enable you to use "It's Morphin Time!" Similarly, helmet radios, smartphones, and wrist communicators all enable you to communicate with your team's headquarters and the rest of your team! Just flavor them the way that works best for your team's theme.

Kits

COSMETICS/GROOMING KIT

Being a Power Ranger means being on call at a moment's notice and fighting monsters in one's civilian clothes often means that they get bruised and dirtied up (this actually isn't a problem with being in Power Ranger armor, but there's magic involved). A cosmetics/grooming kit not only keeps you looking presentable, but also enables you to lie convincingly about being in a scrape. A Cosmetics/Grooming Kit grants you ↑1 on Deception (Alter-Ego or Bluffing) Skill Tests.

THE DRIP

Whether you spend all day shopping for the perfect outfit or know how to match a faux-leather jacket with the right jeans and boots, you make a statement every time you step out. You gain ↑1 shift on Performance and Persuasion Skill Tests against anyone who might be moved by your swagger.

HACKER RIG

More than just a mobile computer, a hacker rig is a custom-modified portable machine designed

to get around security programs and access places that the public was not meant to see. More importantly, it helps the user remain anonymous while poking around. A hacker rig gives you a ↑1 shift on Technology (Hacking) Skill Tests in addition to giving a character all the tools to hack computer systems.

SIGNATURE INSTRUMENT

Signature instruments have special meaning for those who carry them around. Whether it's a favorite guitar, a harmonica gifted by a now-absent parent, or a saxophone handed down through the generations, a signature instrument gives you ↑1 on Performance Skill Tests that include the instrument.

Energems & Dino Drives

When the Morphin Masters studied the Morphin Grid, they created many objects that act as conduits to tap into the Morphin Grid's power. These include power coins, dino gems, and Energems. Of these, the Energems are the purest and most powerful, able to grant the wielder a great deal of power.

Eleven Energems were forged. Ten of these (aqua, black, blue, gold, graphite, green, pink, purple, red, and silver) were forged from good elements of the Morphin Grid, while the dark Energem was forged from evil. The dark Energem is far more powerful than the others, and it takes the combined might of all ten "good" Energems to destroy it.

Merely holding an Energem is not enough to bond one with the Morphin Grid; the Energem needs to deem a potential Power Ranger worthy. Thus, while both Sledge and Lord Arcanon have stated that they need the Energem to rule the universe, this is not entirely true. Lord Arcanon needs the Energems to ensure that no one can stop him from using the Dark Energem to conquer the universe, while Sledge wants the Energems to pry the Dark Energem away from Lord Arcanon. Also, the power of the Energems may be tapped into by those who are not worthy through mystical and technological means. The user may not become a Power Ranger, but they can still create powerful weapons or incredible effects.

Once an Energem is bonded with a person, that power cannot be taken away from them except in very specific circumstances. First, removing an Energem from a Power Ranger does temporarily take away their Spectrum Perks until they can retrieve the Energem. Second, the guardian of the Energems, a mysterious alien known only as Keeper, may sever the connection between an Energem and a Power Ranger with his staff. Finally, if a Power Ranger acts contrarily to what attracted the Energem to them in the first place, then the bond between them weakens until ultimately severed.

Dino Chargers

Dino Chargers are small, handheld batteries that contain the power of an Energem. When fully charged, a dino charger carries 1 Personal Power that can be used by the Power Ranger wielding it. Typically, an Energem can power up to four dino chargers at once, enabling the Power Ranger carrying them to gain 4 extra Personal Power. Dino Chargers are also used to power weapons and Zords. This ability does not drain a Personal Power unless the weapon or zord requires a Personal Power for use.

Since they carry the power but not the will of an Energem, a Dino Charger doesn't care who uses it. Thus, a Red Ranger can use a Green dino charger to power and use a Green Ranger weapon, or even call upon and command the Green Ranger's Zord. For this reason, Power Rangers are very careful not to let dino chargers fall into the wrong hands, as even enemies can gain control of Zords if they have the right dino chargers.

Once a dino charger has been used and its personal power spent, it must be reconnected to its corresponding Energem for 6 hours to recharge. Until then, it is no better than a dead battery.

Dino Chargers are always standard items for Power Ranger teams that use them. Other teams may develop them to boost a Power Ranger's power; these might be considered qualified or even mission-critical items. Experimental dino chargers may have unforeseen side effects that need to be worked out before they become standard issue.

For the Game Master: Experimental Dino Chargers and Dino Drives

Dino Chargers were introduced for the Dino Charge Power Rangers, but there is no reason why other Power Ranger teams couldn't develop them and, after a combat or two, your players likely crave more Personal Power, especially at lower levels. Dino Chargers offer a perfect solution, as well as a subplot opportunity!

Draining Power-generating items from the Morphin Grid is a delicate process and prone to many mistakes, especially early on. When Power Rangers first take these Proto-Dino Chargers into the field, they may discover unintended side effects. The Dino Chargers may not hold their charge for long, it may take two Dino Chargers to create 1 Personal Power, or they may explode when a Ranger takes energy damage. You can get a lot of roleplay out of players deciding whether it's worth the risk to use a Dino Charger or to conserve their Personal Power for when they need it!

Dino Drives

A Dino Drive is a special type of Dino Charger that offers more power at a price. Dino Drives can only be used in conjunction with regular Dino Chargers, meaning that you'll have to decide how many of your normal four Dino Chargers are replaced with Dino Drives. Second, a Dino Drive may only be used while you are inside a Megaform Zord.

When you insert a Dino Drive into your Megaform Zord console, you gain +1 Toughness as new armor wraps over your torso. Depending on your Zord's contribution to the Megaform Zord, you add the following benefits when you insert a Dino Drive:

- **Core Body:** Your Zord's Health is increased by 4.
- **Move:** Your Zord grants +20 feet instead of +10 feet to one of the Zord's movement types.
- **Core Ability:** The affected bonuses are +2 instead of +1.
- **Core Defenses:** The affected bonuses are +2 instead of +1.
- **Enhanced Melee Attack:** Inflicted damage is four times rather than three.
- **Enhanced Ranged Attack:** Inflicted damage is four times rather than three.

New Weapons

There have been over two dozen Power Rangers teams over the decades, each with their own distinctive weaponry. As the ***Power Rangers Roleplaying Game*** models several of the early Power Ranger teams with specific rules for every weapon, the rules offered here are designed to help you emulate any Power Rangers team, including your own, with a simplified rule set.

The Basic Suite

Reading through the ***Power Rangers Roleplaying Game*** list for the first time can be a little intimidating, especially if you are creating your own team of Power Rangers. If your Blue Ranger has a "Two-handed Power Weapon," is that a Power Lance, a Power Bow, a Lunar Lance, or a Turbo Thunder Cannon? The core rules offer a plethora of options, but these are based on various Power Ranger teams and while mixing and matching is certainly okay, it may challenge verisimilitude if one Power Ranger is wielding a Zeo Power Sword and the other an Astro Axe.

If you're looking for a quick and dirty way to equip a Power Rangers team, then you can use the Basic method detailed here.

For starters, most Power Rangers have a standard melee weapon and a ranged weapon. You can decide which Skill is used and what damage type each of those weapons has, but in any case, they do 1 damage. You can also combine both weapons into

a "blade blaster" concept.

Each Ranger also has a heavier weapon they pull out when their standard weapons aren't enough. These typically do 2 damage but require both hands.

For more firepower, you can combine your weapons. Usually, up to three Power Rangers can combine their standard weapons to deal 3 damage of the appropriate type but requires 1 Personal Power to use (any of the affected Power Rangers can pay for it). One Power Ranger wields and fires the weapon. The combined weapon may only be fired again with an additional Personal Power expenditure.

Finally, the entire team can combine their Power weapons to create a Power Blaster, using the rules in the ***Power Ranger Roleplaying Game Core Rulebook***.

That's the Basic method! For more variety, you can add alternate effects and traits, using the examples given in the ***Core Rulebook*** as a guide, or implement the Weapon Upgrades rules when you're ready to punch up your weaponry!

DINO THUNDER WEAPONS

Here is an example combining the Basic Method with modeling weapons from the ***Power Rangers Roleplaying Game Core Rulebook***.

The original Dino Thunder Power Rangers Team consisted of three members. Each is carries a Thundermax, which is essentially a Blade Blaster. In addition, each character has a signature melee Power Weapon. The Red Ranger's Tyranno Staff works as a Finesse Skill weapon that deals 1 Blunt damage but can also lob an orb with the Targeting Skill and deals 2 Energy damage. The Blue Ranger uses the Tricera Shield, which can swap between a shield and a weapon. As a weapon, it uses Might and deals 1 Blunt damage with the Trip alternate trait. The Yellow Ranger has Ptera Grips. These could simply be modeled with the Zeo Power Tonfas, but the Yellow Ranger player decides that they can also be used in tandem to deliver 2 Sharp damage with a single attack against one opponent. All three Power Weapons can combine into the Z-Rex Blaster, which uses the Power Blaster rules.

TABLE 3-1: WEAPONS

TYPE	CLASSIFICATION	DESCRIPTION	REQUIREMENTS	RANGE	HANDS	EFFECTS	ALTERNATE EFFECTS	TRAITS
AVAILABILITY STANDARD								
Melee Weapon	Finesse or Might Medium Melee	A basic melee weapon like a club or sword	—	Reach	1 or 2	Blunt or Sharp 1	Two hands: (2 dmg, ↓1)	Blunt or Sharp, Silent, Versatile
Sidearm Ranged Weapon	Targeting sidearm	A one-handed ranged weapon like a pistol, slingshot, or small crossbow	—	25ft/80ft	1	Blunt or Sharp 1		Ballistic, Blunt or Sharp
Dino Charge Morpher	Targeting sidearm ranged	A weaponized morpher empowered by a Dino Charger	Requires a Dino Charger	25ft/80ft	1	Energy 1		Power, Energy
Dino Saber	Finesse or Might Medium Melee	A power sword that a dino charger can boost	—	Reach	1	Sharp 1	With Dino Charger: 1/ Scene, Finesse or Might: Area of Effect (All Targets within Reach)	Power, Sharp
Dino Blade Blaster	Targeting Medium ranged	A combined Dino Charge Morpher and Saber	Requires a Dino Charge Morpher and a Dino Saber	100ft/400ft	2	Laser 2	1/Scene: Power Blast, Energy 3 Area of Effect 10ft×10ft	Energy, Laser, Power
Thundermax Blade Form	Finesse or Might sidearm melee	The common Dino Thunder weapon in blade mode	—	Reach	1	Sharp 1	Change mode: 1 Free action	Power, Sharp, Sidearm
Thundermax Blaster Form	targeting sidearm ranged energy	The common Dino Thunder weapon in blaster mode	—	40ft/75ft	1	Energy 1	Change mode: 1 Free action	Power, Energy, Sidearm
AVAILABILITY LIMITED								
Dino Spike	Heavy Athletics or Might Melee	Combined forms of dino-charged personal weapons	See combined weapon rules, pg. 115 CRB	Reach, 30ft/90ft thrown	4	Energy 4	Thrown: Athletics Skill	Combined, Energy, Power
Power Melee Weapon	Finesse or Might Medium Melee	Grid-powered versions of common melee weapons such as the Dino Charge personal weapons	—	Reach	1 or 2	Blunt, Sharp, or Energy 1	Two hands: (2 dmg, ↓1)	Blunt or Sharp, Energy, Power, Silent, Versatile
Power Ranged Weapon	Targeting Medium	Grid-powered versions of common ranged weapons like rifle, bow, or crossbow	—	100ft/400ft	2	Blunt, Sharp, or Energy 1	—	Blunt or Sharp, Energy, Power
Ptera Grips	Finesse Sidearm Melee	Twin short blades	—	Reach	2	Sharp 2		Power, Sharp, Silent
Tricera Shield	Might Medium Melee	Strikes with shield to bash or attack with piercing tip	Active protection mode	Reach	1	Blunt or Sharp 1		Blunt, Power, Sharp, Shield, Silent
Tyranno Staff	Finesse Medium Melee	Power staff capable of launching energy bolts	—	Reach	1 or 2	1 Blunt	1/Scene: Targeting Ranged attack up to 50ft, Energy 3 °damage.	Blunt, Energy, Power, Versatile
Z-Rex Blaster	Targeting Ranged Energy	Long range combined energy weapon	See combined weapon rules, pg. 115 CRB	150ft/300ft	3	Energy 3		Power, Energy

TABLE 3-2: SHIELDS

AVAILABILITY	TYPE	DESCRIPTION	CLASSIFICATION	REQUIREMENTS	PASSIVE EFFECT	ACTIVE EFFECT	TRAITS
Standard	Dino Steel	Arm Guard	Plates that cover one arm	Light Armor	--	Evasion +1	Toughness +1
Limited	Armor X	Arm Guard	Plates the cover both arms	Light Armor	--	Evasion or Toughness +1	Evasion and Toughness +1
Tricera Shield	Buckler	Small Shield covering forearm	Shield	--	Toughness +1	Evasion +2	Alternate Effect: Might (1 Blunt)
Restricted	Shield of Triumph	Full Shield	Themed Shield Triassic Ranger	Medium Armor	Toughness +1	Toughness +2	Shield, Alternate Effect: Finesse (1 Sharp); Alternate Effect: Special

Shield of Triumph

In addition to the abilities listed on the Shields chart, the Shield of Triumph enables the Triassic Ranger to transport their enemy to a "Triassic Dimension" where the Triassic Ranger is in full control and easily defeats their foe. Since this is essentially a "Finishing Move," in game mechanics, it is best to treat this as a special type of Power Blaster. The rules are the same, except that, if the attack fails, then the Triassic Ranger simply wasn't able to transport the enemy yet.

If the attack succeeded but the Threat still remains, then both Ranger and Threat return to reality and the Triassic Ranger can't use this ability again for the remainder of the scene.

Shields

Some Power Rangers manifest shields in addition to weaponry. A hand-held defensive device, a shield provides extra protection at the expense of offensive opportunities. A shield takes one hand to use and provides two types of protection: Active and Passive.

Active: You angle your shield between yourself and potential Threats. You must spend a Move action to raise your shield to gain the benefits of active protection. You must spend another Move action to lower your shield, changing to passive protection and end the benefits of active protection.

Passive: Your shield locks into place, allowing you to use the hand holding the shield and still gain some protection.

Battlizers

This section details the legendary Battlizers, unique augmentative relics. A Ranger must first bond their Grid essence to a Battlizer; then, the Ranger can summon the relic when needed. Traditionally, most Battlizers bond easily to the Red Rangers' energies of the Ranger Spectrum, but any Morphin-Grid-connected Power Ranger can bond to a Battlizer.

Bonding to a Battlizer requires the Battlizer Access General Perk and earning the Battlizer through gameplay. Ranger characters can gain the General Perk through level advancement, or a Game Master may grant it as a reward through play. A Ranger can summon and activate their bonded Battlizer once per scene by paying the listed Personal Power cost and spending a Standard action while Morphed.

Dino Super Charge

Personal Power Cost to Summon: 1 (Dino Charger only)
This Battlizer forms a T-Rex shape around the wearer's torso. The Battlizer imbues most of its power into the wearer, miniaturizing the rest of itself into a handheld weapon (see the attack below). Essentially, the wearer becomes the Zord but remains their usual size.

When bonded, the Dino Super Charge grants the user a +3 deflective bonus to Toughness. The wearer also gains ↑1 on all Athletics and Might Skill Tests. The wearer may also add 1 to Blunt damage with their brawling or unarmed strikes.

The Battlizer also gives the wearer the following Attack options:

T-Rex Super Charge Blaster (Targeting): Range 40ft/100ft, 2 Energy; Energy

Red Fury Mode

Personal Power Cost to Summon: 1
This Battlizer is dangerous, as it was powered by a Fury Cell (a power cell fueled with evil energy). It appears as red heavy armor that complements the armor it overlays.

When bonded, the Ranger is covered in heavy armor that grants the normal +4 deflective armor bonus Toughness. It also grants ↑1 to Finesse and Might Skill Tests. The downside is that it imposes a Hang-Up on the wearer: they start turning selfish and, eventually, evil. Every time this Battlizer is called, the wearer loses 1 Smarts Essence. Essence lost in this manner cannot be regained until at least a day has passed since the Red Fury Mode was accessed and the wearer promises to never use it again. Should the wearer's Smarts ever reduce to 0 for donning Red Fury Mode, then the wearer is lost to evil and becomes an NPC.

The Battlizer also gives the wearer the following attack option:

Cheetah Claws (Might): Reach, 2 Sharp damage; Critical Effect: Stun 2; Traits: Multi-Weapon (2)

Triassic Battlizer

Personal Power Cost to Summon: 3
This Battlizer appears as a red suit of armor with blue and gold accents. Its most defining feature is the two cannons perched atop large shoulder pads. The armor covers the torso, forearms, and legs, but its most defining feature is its large shoulder pads. The Triassic Battlizer comes with a shield that is equivalent to the Tricera Shield and a larger energy weapon (see below).

While bonded, the Triassic Battlizer grants the Ranger a +4 deflective bonus to Toughness. The armor also enables the Ranger to mystically stretch their arms and legs, giving them an effective reach of 100ft. The Ranger also moves faster, tripling their movement rates.

The Battlizer also gives the wearer the following attack options:

Dragon Yo-yo (Targeting): Range 40ft/100ft, 2 Energy damage; Traits: Fire

Forearm Blaster (Targeting): Range 40ft/100ft, 1 Energy damage.

Shoulder Cannons (Targeting, 1/scene): Range 30 ft/120 ft, 3 Energy damage; Traits: Accurate (↑1), Fire.

Stretch Kick (Might): 100ft, 1 Blunt damage.

Vehicles

The following is a short selection of new vehicles for your Power Rangers. All follow the vehicle rules found in the ***Power Rangers Roleplaying Game Core Rulebook***.

All vehicles in this section have the vehicle trait.

Vehicle: This vehicle requires a driver to operate. Without a driver, it is considered a Threat Level 0 object, and

all attacks target its Toughness. Effects that affect a target's Willpower or Cleverness affect this vehicle if it has a driver, in which case they target the driver's Willpower or Cleverness. It is immune to mind-affecting effects and effects that exclusively affect the living, like poison, but is susceptible to effects that affect machines, such as Anti-Tank weapons. Vehicle damage can be fixed with a Standard Engineering Kit and a Technology Skill Test.

Repairing Vehicles

A damaged vehicle can be repaired by using a Standard Engineering Kit and making a Technology Skill Test. The DIF of a Skill Test to restore Health is 5 + (5 per Health you want to restore). So, if your Power Cycle takes 3 damage and you want to fully restore it, it requires a DIF 20 Technology Skill Test. No vehicle can gain more Health than its potential maximum.

Ordinarily, you can only repair a vehicle once per day, so you'll want to make it count (failing a Technology Skill Test does not count as a "repair;" you may try again until you succeed). If a vehicle makes it into a garage, it is assumed to be returned to full Health after 24 hours, if a technician works on it all day.

Power Cycles

When a Power Ranger needs more speed and mobility than their armor and enhanced physical abilities allow, they typically use specialized motorcycles or Power Cycles. Power Cycles are usually more advanced and powerful than regular motorcycles and are usually themed to the Power Ranger team that is using them.

Although all Power Cycles share the same basic design, due to their customizable nature, Power Cycles have different powers depending upon the team using them. Dino cycles, for example, are powered by dino chargers and can separate into two mini-Zords (similar to Raptor Riders—see the next page), while Raptor Cycles are faster and carry weaponry.

POWER CYCLE

THREAT LEVEL: 4

SIZE: Common **HEALTH:** 7

MOVEMENT: 60ft (a Raptor Cycle can go 440ft in a straight line)

STRENGTH: 7 **SPEED:** 7

SMARTS: - **SOCIAL:** -

TOUGHNESS: 18 **EVASION:** 17
WILLPOWER: * **CLEVERNESS:** *

SKILLS

- Acrobatics +d6
- Brawn +d4
- Conditioning +3
- Initiative +d6
- Might +d4

PERKS

Crew: 1 driver

Hardpoint Weapons: Ram, (Raptor Cycle Only) Energy Cannon

Firepoints: 1 — The driver can attack with any one-handed weapon

Defenses: Light Plating (+1 plating to Toughness)

Traits: Responsive, Vehicle. Optional: Raptor Split or Super Speed

Responsive: With its light frame and design, the Power Cycle relies heavily on the driver's survival instinct. The Power Cycle can use the driver's Evasion against attacks instead of on its own.

Dino Cycle Only—Raptor Split: The Dino Cycle can split into two small dinosaur-like Zords that run on one wheel. Treat as a Raptor Rider, but they can't be ridden and only do 1 Sharp damage with their bite. The Raptors can still Ram, but they can only affect 1 target and do 1 Blunt damage.

Raptor Cycle Only—Super Speed: The Raptor Cycle reaches speeds of almost 600 miles per hour. This means the Raptor Cycle wins most chases that go in a straight line! The driver can use this power to add 1 Blunt damage to its Ram targets, but the Ram Skill drops to +d2.

ATTACKS

Ram (Might): +d4, Reach (2 Blunt damage to 1 target or 1 Blunt damage to 2 Targets)

The vehicle must move in a straight line for at least 5ft in order to Ram. Up to 2 creatures within the area may be affected.

- **Raptor Cycle Only–Energy Blast (Targeting):** +d4, Range 40ft/100ft. (2 Energy damage)

Raptor Riders

Raptor Riders are effectively mini-Zords, machine creatures with an animal level of sentience. As the name implies, they are modeled on the velociraptor and are "grown" from specially-made dino eggs. When a Raptor Rider hatches, it is essentially a wild animal, but it may be tamed and ridden by a Power Ranger. Each Raptor Rider typically has an affinity and innate connection to a Power Ranger of the same spectrum.

Due to their rugged use and intricate design, Raptor Riders often need a lot of maintenance between adventures. Thus, unless the full capabilities of Raptor Riders are necessary, associated Power Rangers tend to use motorcycles or flying vehicles instead.

RAPTOR RIDER

THREAT LEVEL: 7

SIZE: Common **HEALTH:** 9
MOVEMENT: 50ft

STRENGTH: 14 **SPEED:** 8
SMARTS: - **SOCIAL:** -

TOUGHNESS: 25 **EVASION:** 18
WILLPOWER: * **CLEVERNESS:** *

SKILLS

- Acrobatics +d8
- Athletics +d8
- Brawn +d8
- Conditioning +2
- Initiative +d4
- Might +d8

PERKS

Crew: 1 driver, 1 passenger

Hardpoint Weapons: Bite, Ram

Firepoints: The driver can Attack with any one-handed weapon

Defenses: Light Plating (+1 plating to Toughness)

Traits: Vehicle

ATTACKS

Bite (Might): +d8, 40ft/100ft (2 Sharp damage)

Ram (Might): +d8, Reach (2 Blunt damage to 1 target or 1 Blunt damage to 2 Targets)
Alternate Effects: Trip
Traits: Blunt, Drive-By

Triceramax Command Center Truck

The Triceramax Command Center Truck is, as its name implies, a mobile command center for the Dino Thunder Power Rangers. It appears to be a large tractor-trailer, but it has all the systems inside it to operate as a Power Ranger Command Center. In

addition, it houses a giant laser that can destroy a building in one shot.

TRICERAMAX COMMAND CENTER TRUCK

THREAT LEVEL: 7

SIZE: Common **HEALTH:** 11
MOVEMENT: 60ft (up to 440ft in a straight line)

STRENGTH: 16 **SPEED:** 4
SMARTS: - **SOCIAL:** -

TOUGHNESS: 20 **EVASION:** 14
WILLPOWER: * **CLEVERNESS:** *

SKILLS

- Brawn +d12
- Conditioning +4
- Might +d12
- Initiative +d8

PERKS

Crew: 1 driver, up to 4 passengers in the extended cab.

Hardpoint Weapons: Giant Laser, Ram

Firepoints: 2—The driver or front seat passenger can Attack with any one-handed ranged weapon out the windows with at least ↓1 shift on Skill Tests

Defenses: Heavy Plating (+4 plating to Toughness)

Traits: Super Speed, Vehicle

Super Speed: The Triceramax reaches speeds of almost 600 miles per hour. This means the Triceramax wins most chases that rely on a straight line! The driver can use this power to add 1 Blunt damage to its Ram targets, but the Ram Skill drops to +d4.

ATTACKS

Giant Laser (Targeting 1/scene): +d12, Range 40ft/100ft. (9 Laser damage)
Traits: Anti-Tank, Armor Piercing, Area (300ft), Wrecker

Ram (Might): +d12 or driver's Driving Skill, Reach (Toughness, 2 Blunt damage)
Alternate Effects: Trip
Traits: Blunt, Drive-By

Zords and Zord Features

Zord Features bring the mighty robotic vehicles of Power Rangers to life, allowing players to showcase their unique styles and capabilities in battle against the intergalactic forces of evil. These features tap into the incredible energy of the Morphin Grid, enabling Zords to unleash their full potential in unique ways. Expanding the list on page 134 of the ***Power Rangers Roleplaying Game Core Rulebook*** and page 103 of the ***Power Rangers Roleplaying Game Across the Stars Sourcebook***, new Zord features and options listed here enhance their Zords' performance.

Automatic Zord Features

This book introduces two new teams to the Power Rangers Roleplaying universe, the DinoZords from Dino Thunder and BioZords from Dino Charge! Zords on the following teams gain the listed Zord features automatically; those listed with an asterisk (*) are new Zord features in this book.

- **Dino Thunder DinoZords:** Combiner, Dino Gem Integration*
- **Dino Charge BioZords:** Combiner, Energem Infusion*, Zord Sentience*

New Zord Features

Dino Gem Integration

Hatched from DinoZord eggs and then tamed by a Dino Thunder Rangers' Morpher using Dino Gems, these Zords are infused with elemental attacks related to their respective gem type. This integration grants ↓1 Targeting on one of the Zord's ranged energy attacks. You may change the energy type dependent on your Ranger's spectrum color:

- **Black:** Cold
- **Blue:** Energy type, increase range by 50 ft.
- **Green:** Energy type, 1 additional damage
- **Pink:** Electric
- **Red:** Fire
- **Yellow:** Sonic
- **Advanced Spectrum:** Any of the above

Advanced Dino Gem Integration

Prerequisite: Zord must have the Dino Gem Integration Feature
Your Ranger's attunement with their Dino Gem has become more aligned with the powers of the Morphin Grid, granting one of the following special powers to your Zord:

- **Dino Shield:** Snag to ranged attacks targeting the Zord specifically.

- **Dino Sense:** Gain ↑2 on all Alertness Skill Tests.
- **Primordial Power:** May choose to take a Snag on melee attacks to inflict +2 damage (of the appropriate type).
- **Enhanced Stealth:** Increase all Movement types by 10 feet. Gain ↑2 on Infiltration Skill Tests to move quietly and avoid detection.
- **Genetic Resonance:** Reduce the time it takes for the Zord to arrive when summoned to the conflict by 2 rounds to a minimum of 1 round.

Bio-Energy Conversion

Prerequisite: Zord must have the Dino Gem Integration Feature

As a Standard action, you may harness bio-energy from the surrounding environment. On your next turn, gain ↑2 on Attack Skill Tests and inflict 2 extra damage on all attacks (both melee and ranged).

Dino Power Surge

Prerequisite: Zord must have the Dino Gem Integration Feature

All DinoZords can channel their energy, releasing a surge of power that temporarily boosts their strength, speed, and defenses. Once per scene, a Ranger can choose to spend 3 Personal Power to have their Zord gain the following abilities for 2d2 rounds. This Zord Feature can only be used once per scene.

- Increase Speed and Strength Essence by 2
- You may take the Attack or Defend Combat Action as a Free action once per turn

Energem Infusion

By introducing the incredible power of Energems to Zords, the Power Rangers' potent war machines gain the primordial strength of dinosaurs. Energems enhance the ability of Zords by increasing the damage of one of their ranged energy attacks by +1 and optionally may change the energy type of that ranged energy attack dependent on your Ranger's spectrum color.

- **Black:** Cold
- **Blue:** Energy type, increase range by 50 ft.
- **Green:** Energy type, 1 additional damage
- **Pink:** Electric
- **Red:** Fire
- **Yellow:** Sonic
- **Advanced Spectrum:** Any of the above

Zord Sentience

Prerequisite: Zord must have the Energem Infusion Feature

BioZords who have bonded with Energems have gained a level of sentience that bestows animal intelligence, bestial cunning, and primordial instinct that allows them to fight more effectively while they are unpiloted. These Zords gain the benefit of the following bonuses:

- The Zord has a default Smarts and Social of 2 when no crew is currently driving
- The Zord's Driving (Autopilot) Skill gains ↑1

Dino Drive Mode

Prerequisite: Zord must have the Energem Infusion Feature

Rangers who have tapped into the robust power of the Energems can activate Dino Drive Mode, granting their Zord a boost to armor and enhancing their energy attacks. Engaging Dino Drive Mode requires a Standard action, imposing a –3 penalty (minimum 1) to the Speed Essence of their Zord until the start of its next turn. The Zord then receives the following benefits for the remainder of the scene:

- **Dino Steel Plating:** Increase the armor plating by 1.
- **Reflective Armor:** Once per round, decrease the damage of a ranged energy Attack by d2.
- **Amplified Dino Strength:** Gains Edge on energy Attacks when within 30 feet of another Zord with the Energem Infusion feature.
- **Speed Surge:** Increase one of the Zord's movement types by 10 feet.

Megaform Signature Finishing Move

Prerequisite: Auxiliary Zord Feature, Combiner Zord Feature

When confronting the evils of the universe, Zords combine to create Megaforms whose power and toughness are far greater than any individual Zord. However, sometimes these Megaforms are not enough to defeat the overwhelming power of evil. In these dire situations, Megaforms can unleash devastatingly powerful attacks to save the day! However, these displays of overwhelming force can only be utilized sparingly due to the immense energy and coordination required.

Once per scene, a Megaform that includes at least one Zord with this Feature can initiate a Signature Finishing Move as a Standard action. This is either a Melee Weapon Attack (Might) or Ranged Weapon Attack (Targeting) that deals 4× the damage of the participant attack of the same type. The type of attack and the type of damage that it deals is chosen at the selection of this Feature. In addition, the Reach for Melee Weapon Attacks is Reach ×3 and the range for Ranged Weapon Attacks is tripled.

Megaform Advanced Signature Finishing Move

Prerequisite: Megaform Signature Finishing Move
There are instances where even Megaforms and their Signature Attacks fall short against the overwhelming might of evil. In such dire circumstances, Megaforms can unleash devastatingly potent assaults to annihilate the forces of evil. Due to the colossal energy demands on the Morphin Grid and the intricate coordination involved, these awe-inspiring demonstrations of force are limited to extremely infrequent use.

Once per day, a Megaform that includes at least one Zord with this Feature can initiate an Advanced Signature Finishing Move as a Standard action. To initiate, each Zord or pilot must succeed on a **DIF 15 Skill Test using any Strength or Speed Essence Skill**. If every Zord in the Megaform is successful, the Megaform executes their Signature Finishing Move! This is either a Melee Weapon Attack or Ranged Weapon Attack (chosen at the selection of this Feature) that deals ×5 damage of the participant attack of the same type while bypassing all of the target's damage Resistances! In addition, the Reach for Melee Weapon Attacks is Reach ×3 and the range for Ranged Weapon Attacks is tripled. This Advanced Signature Finishing Move can only be used in while Megaform!

Dedicated Carrier

Prerequisite: Combiner Zord Feature
While all Zords serve to battle the forces of evil, some Zords provide support to their fellow Zords by protecting them until it is the right time to strike. These massive and robust Zords are capable of transporting other Zords into battle, as well as functioning as a mobile command center for Power Rangers. Zords that are dedicated to this function give up their ability to join with Megaforms to better serve this role! The Zord gains the following bonuses:

- The Zord loses the Combiner Zord Feature and instead gains the Carrier Zord Feature
- The Zord gains +3 to their Armor Plating Bonus
- The Zord gains 2 additional health

Alternate Megaform Combinations

This section provides comprehensive rules for creating alternate Megaforms for your Ranger team's Zords. Sometimes, not every Ranger is available when the intergalactic forces of evil are so powerful that the energy of the Morphin Grid is needed to create a Megaform. Perhaps the enemy has Defeated a Ranger's Zord, or the Zord is needed to complete a competing critical task at the same time! Or, as can happen with even the most dedicated team of Rangers, not every player can make it to a session!

The following list is intended to help Rangers and GMs alike to easily create Megaforms no matter which Zords are present. This flowchart and the numbered list below will guide players and GMs alike through a step-by-step process of determining

the stat block for you're a Megaform. Consult the rules on pg. 139 of the ***Power Rangers Roleplaying Game Core Rulebook*** for additional rules on how Megaforms operate and perform in combat!

Note that this ruleset is not intended to allow Rangers to create multiple Megaforms from a single team of Rangers – unless the powers of the Morphin Grid determine such a need is great indeed (and the GM approves!).

1. **Collect Zords:** Identify all Zords being used to create the new Megaform (minimum of 2 Zords). Confirm that each Zord has the Combiner Zord Feature.
2. **Health:** By default, each Combiner participant possesses its own Health. List the Health of each Zord used to create the Megaform from highest to lowest.
3. **Essence Scores:** The Megaform has the highest Strength and Speed Essence Score of each participating Zord to a maximum of 15.
4. **Defenses:** Megaforms are more heavily armored than Zords by default, determine their Toughness by including a default +3 Armor Plating bonus. Evasion is determined without any default bonuses.
5. **Movement:** The Megaform moves as quickly as the Zord with the slowest movement, and by default only possesses a basic Ground Movement type.
6. **Skills:** Using the Megaform's Strength and Speed Essences, select Skills as described in Chapter 6 of the ***Power Rangers Roleplaying Game Core Rulebook***. Note that Might and Targeting are highly recommended as they are the Skills that govern Melee and Ranged Weapon Attacks, respectively. Also note that due to the unique way that Health is determined for Megaforms, Conditioning cannot be selected as a Skill.
7. **Participant Attacks:** List the Participant Melee (Might) and Participant Ranged (Targeting) Attack of the Megaform using the Skill of the Megazord and the highest damage of that type (Melee or Ranged) of each participating Zord.
8. **Megaform Traits:** Apply all of the Megaform Traits provided by the Combiner Zord Feature of each participant Zord as well as any traits from the Megaform Trait Zord Feature.
9. **Additional Bonuses:** Collect a list of all the additional Zord Features and Grid Powers that would contribute to the creation of a Megaform (i.e. Hardened Chassis, the Blue Ranger's Grid Tech IV Role Perk). Don't forget Zord Mega-Weapon System and Megaform Signature Finishing Moves!
10. **Determine Form and Size:** If this is your first time making this Zord, discuss what form this Megaform is going to look like. Which Zord makes up which limb? Does the Megaform have additional pauldrons or a tail? Does the Megaform have the classic assemblage of limbs, or does it take on a new form? This is also an opportunity to determine the size of the Megaform and choose between Towering and Titanic.
11. **Create a Name:** This is the name that brings it all together and strikes fear in the foes of Power Rangers across the universe! Is the name of the Megaform a combination of the names of the Zords it comprises? Or is it more reflective of the name of your Ranger Team? Or does it signify the absence of a Zord, such as the Incomplete Thundersaurus? The choice is up to you and your team!

Dino Thunder DinoZords

Tyrannozord

As Linked to a 6th Level Red Ranger

SIZE: Gigantic **HEALTH:** 7

MOVEMENT: 40ft Ground

STRENGTH: 8 **SPEED:** 4
SMARTS: * **SOCIAL:** *

TOUGHNESS: 20 (2 Plating Armor)
EVASION: 14

Skills: Conditioning +4, Driving (Autopilot) +d2*, Might +d8, Targeting +d6

Zord Features: Call to Action, Combiner (Core Body), Dino Gem Integration, Extra Attack (Tail Drill), Increase Essence (Strength), Recall for Repairs

ATTACKS

Bite (Might): +d8 or pilot's Driving, Reach (2 Sharp damage)
Fire Breath (Targeting): +d8 or pilot's Driving, Range 50/120ft (2 Fire damage)
Tail Drill (Might): +d8 or pilot's Driving, Reach (2 Sharp damage)

Tricerazord

As Linked to a 6th Level Blue Ranger

SIZE: Extended II **HEALTH:** 8

MOVEMENT: 40ft Ground

STRENGTH: 7 **SPEED:** 4
SMARTS: * **SOCIAL:** *

TOUGHNESS: 18 (1 Plating Armor)
EVASION: 14

Skills: Conditioning +3, Driving (Autopilot) +d2*, Might +d8, Targeting +d6

Zord Features: Call to Action, Combiner (Enhanced Melee Attack), Dino Gem Integration, Enhance (Horns - Ignore Armor Bonus to Toughness), Heavy Chassis, Recall for Repairs

ATTACKS

Horns (Might): +d8 or pilot's Driving, Reach (2 Sharp damage)

Missile Rack (Targeting): +d6 or pilot's Driving, Range 100/170ft (2 Energy damage)

Incomplete Thundersaurus Megazord

Combination of Tyrannozord and Tricerzord as linked to 6th Level Rangers

SIZE: Towering (Combiner) **HEALTH:** (14/8)

MOVEMENT: 40ft Ground

STRENGTH: 8 **SPEED:** 4
SMARTS: * **SOCIAL:** *

TOUGHNESS: 21 (3 Armor Plating) **EVASION:** 14

Skills: Athletics +d6, Driving (Autopilot) +d2*, Initiative +d2, Might +d8, Targeting +d4

ATTACKS

Participant Melee Attack (Might): +d8 or pilot's Driving, Reach (2 Sharp damage)

Participant Ranged Attack (Targeting): +d4 or pilot's Driving, Range 50/120ft (2 Energy damage)

Tricera Fist (1/scene, Might): +d8 or pilot's Driving, Reach ×2 (6 Blunt damage)

Pterazord

As Linked to a 6th Level Yellow Ranger

SIZE: Huge **HEALTH:** 6

MOVEMENT: 40ft, Aerial 50ft

STRENGTH: 6 **SPEED:** 5
SMARTS: * **SOCIAL:** *

TOUGHNESS: 17 (1 Plating Armor) **EVASION:** 15

Skills: Conditioning +3, Driving (Autopilot) +d2*, Might +d6, Targeting +d8

Zord Features: Call to Action, Combiner (Enhanced Ranged Attack), Dino Gem Integration, Light Chassis, Movement Booster, Recall for Repairs

ATTACKS

Sonic Yell (Targeting): +d10 or pilot's Driving, Range 50/120ft (2 Sonic damage)

Wing Swipe (Might): +d6 or pilot's Driving, Reach (2 Blunt damage)

Thundersaurus Megazord

Combination of Tyrannozord, Tricerzord, and Pterazord as linked to 6th Level Rangers

SIZE: Towering (Combiner) **HEALTH:** (14/8/6)

MOVEMENT: 40ft Ground

STRENGTH: 8 **SPEED:** 5
SMARTS: * **SOCIAL:** *

TOUGHNESS: 21 (3 Armor Plating) **EVASION:** 15

Skills: Athletics +d6, Driving (Autopilot) +d2*, Initiative +d4, Might +d8, Targeting +d6

ATTACKS

Participant Melee Attack (Might): +d8 or pilot's Driving, Reach (2 Sharp damage)

Participant Ranged Attack (Targeting): +d6 or pilot's Driving, Range 50/120ft (2 Energy damage)

Pterarang (1/scene, Targeting): +d6 or pilot's Driving, Range 100/240ft (6 Sharp damage)

Tricera Fist (1/scene, Might): +d8 or pilot's Driving, Reach ×2 (6 Blunt damage)

Brachiozord

As Linked to a 6th Level Black Ranger

SIZE: Towering **HEALTH:** 12

MOVEMENT: 40ft Ground

STRENGTH: 9 **SPEED:** 4
SMARTS: * **SOCIAL:** *

TOUGHNESS: 26 (7 Plating Armor) **EVASION:** 14

Skills: Conditioning +5, Driving (Autopilot) +d2*, Might +d8, Targeting +d6

Zord Features: Call to Action, Carrier, Dedicated Carrier, Dino Gem Integration, Hardened Chassis, Recall for Repairs

ATTACKS

Laser Cannon (Targeting): +d8 or pilot's Driving, Range 50/120ft (2 Energy damage)

Neck Slam (Might): +d8 or pilot's Driving, Reach (2 Blunt damage)

Dragozord

As Linked to a 6th Level White Ranger

SIZE: Gigantic **HEALTH:** 6

MOVEMENT: 40ft Ground

STRENGTH: 6 **SPEED:** 6
SMARTS: * **SOCIAL:** *

TOUGHNESS: 17 (1 Plating Armor) **EVASION:** 16

Skills: Conditioning +3, Driving (Autopilot) +d2*, Might +d6, Targeting +d10

Zord Features: Call to Action, Combiner (Core Body), Dino Gem Integration, Dino Power Surge, Increase Essence (Speed), Recall for Repairs

ATTACKS

Sonic Boom (Targeting): +d10 or pilot's Driving, Range 50/120ft (2 Sonic damage)

Wing Swipe (Might): +d8 or pilot's Driving, Reach (2 Sharp damage)

Stegozord

As Linked to a 6th Level Black Ranger

SIZE: Extended II **HEALTH:** 8

MOVEMENT: 40ft Ground

STRENGTH: 7 **SPEED:** 4
SMARTS: * **SOCIAL:** *

TOUGHNESS: 20 (3 Plating Armor) **EVASION:** 14

Skills: Conditioning +4, Driving (Autopilot) +d2*, Might +d6, Targeting +d6

Zord Features: Call to Action, Combiner (Move), Dino Gem Integration, Enhance (Spike Attack - Double Melee Reach), Hardened Chassis, Recall for Repairs

ATTACKS

Eyebeam Lasers (Targeting): +d8 or pilot's Driving, Range 50/120ft (2 Energy damage)

Spike Attack (Might): +d6 or pilot's Driving, Reach ×2 (2 Sharp damage)

DinoStegazord

Combination of Dragozord and Stegozord as linked to 6th Level Rangers

SIZE: Towering (Combiner) **HEALTH:** (12/8)

MOVEMENT: 50ft Ground

STRENGTH: 7 **SPEED:** 6
SMARTS: * **SOCIAL:** *

TOUGHNESS: 21 (4 Armor Plating) **EVASION:** 16

Skills: Athletics +d6, Driving (Autopilot) +d2*, Initiative +d2, Might +d8, Targeting +d8

ATTACKS

Participant Melee Attack (Might): +d8 or pilot's Driving, Reach (2 Sharp damage)

Participant Ranged Attack (Targeting): +d8 or pilot's Driving, Range 50/120ft (2 Energy damage)

Mezodon

As Linked to a 6th Level Black Ranger

SIZE: Extended II **HEALTH:** 6

MOVEMENT: 40ft Ground

STRENGTH: 7 **SPEED:** 4
SMARTS: * **SOCIAL:** *

TOUGHNESS: 21 (4 Plating Armor) **EVASION:** 14

Skills: Conditioning +3, Driving (Autopilot) +d2*, Might +d8, Targeting +d6

Zord Features: Advanced Dino Gem Integration (Primal Power), Call to Action, Combiner (Core Body), Dino Gem Integration, Hardened Chassis, Recall for Repairs

ATTACKS

Fire Breath (Targeting): +d8 or pilot's Driving, Range 50/120ft (2 Fire damage)

Horn (Might): +d8 or pilot's Driving, Reach (2 Sharp damage)

Triassic Megarover

As Linked to a 6th Level Red Ranger

SIZE: Huge **HEALTH:** 6

MOVEMENT: 50ft Ground

STRENGTH: 6 **SPEED:** 6
SMARTS: * **SOCIAL:** *

TOUGHNESS: 17 (1 Plating Armor) **EVASION:** 15

Skills: Conditioning +3, Driving (Autopilot) +d2*, Might +d6, Targeting +d6, Initiative +d2

Zord Features: Call to Action, Combiner (Enhanced Melee Attack), Dino Gem Integration, Increase Essence (Speed), Megaform Trait (Enhanced Ranged Attack), Recall for Repairs

ATTACKS

Eyebeam Blast (Targeting): +d8 or pilot's Driving, Range 50/120ft (2 Energy damage)

Triassic Tricera-Ram (Might): +d6 or pilot's Driving, Reach (2 Blunt/Sharp damage)

Mezodon Megazord

Combination of Mezodon and Triassic Megarover as linked to 6th Level Rangers

SIZE: Towering (Combiner) **HEALTH:** (12/6)

MOVEMENT: 40ft Ground

STRENGTH: 7 **SPEED:** 5
SMARTS: * **SOCIAL:** *

TOUGHNESS: 21 (4 Armor Plating) **EVASION:** 15

Skills: Athletics +d6, Driving (Autopilot) +d2*, Initiative +d2, Might +d8, Targeting +d6

ATTACKS

Participant Melee Attack (Might): +d8 or pilot's Driving, Reach (2 Sharp damage)

Participant Ranged Attack (Targeting): +d6 or pilot's Driving, Range 50/120ft (2 Energy damage)

Hatchet Attack (1/scene, Targeting): +d6 or pilot's Driving, Range 100/240ft (6 Sharp damage)

Wheel Spin Attack (1/scene, Might): +d8 or pilot's Driving, Reach ×2 (6 Fire damage)

Cephalazord

As Linked to a 6th Level Black Ranger

SIZE: Extended II **HEALTH:** 8

MOVEMENT: 40ft Ground

STRENGTH: 7 **SPEED:** 4
SMARTS: * **SOCIAL:** *

TOUGHNESS: 20 (3 Plating Armor)
EVASION: 14

Skills: Conditioning +3, Driving (Autopilot) +d2*, Might +d8, Targeting +d6

Zord Features: Call to Action, Combiner (Core Defenses), Fast Modulation, Dino Gem Integration, Hardened Chassis, Recall for Repairs

ATTACKS

Laser Ray Beam (Targeting): +d8 or pilot's Driving, Range 50/120ft (2 Energy damage)

Ram (Might): +d8 or pilot's Driving, Reach (3 Blunt damage)

Dimetrozord

As Linked to a 6th Level Black Ranger

SIZE: Extended II **HEALTH:** 8

MOVEMENT: 40ft Ground

STRENGTH: 7 **SPEED:** 4
SMARTS: * **SOCIAL:** *

TOUGHNESS: 20 (3 Plating Armor)
EVASION: 14

Skills: Conditioning +3, Driving (Autopilot) +d2*, Might +d8, Targeting +d6

Zord Features: Call to Action, Combiner (Move), Fast Modulation, Dino Gem Integration, Hardened Chassis, Recall for Repairs

ATTACKS

Buzz Saw Clash (Might): +d8 or pilot's Driving, Reach (3 Sharp damage)

Saw Throw (Targeting): +d8 or pilot's Driving, Range 50/120ft (2 Energy damage)

Parasaurzord

As Linked to a 6th Level Black Ranger

SIZE: Huge **HEALTH:** 8

MOVEMENT: 40ft Ground

STRENGTH: 7 **SPEED:** 4
SMARTS: * **SOCIAL:** *

TOUGHNESS: 20 (4 Plating Armor)
EVASION: 14

Skills: Conditioning +3, Driving (Autopilot) +d2*, Might +d8, Targeting +d6

Zord Features: Call to Action, Combiner (Move), Fast Modulation, Dino Gem Integration, Hardened Chassis, Recall for Repairs

ATTACKS

Tail Beam Blast (Targeting): +d8 or pilot's Driving, Range 50/120ft (2 Energy damage)

Tail Swipe (Might): +d8 or pilot's Driving, Reach (3 Sharp damage)

Ankylozord

As Linked to a 6th Level Black Ranger

SIZE: Extended II **HEALTH:** 8

MOVEMENT: 40ft Ground

STRENGTH: 7 **SPEED:** 4
SMARTS: * **SOCIAL:** *

TOUGHNESS: 20 (3 Plating Armor)
EVASION: 14

Skills: Conditioning +3, Driving (Autopilot) +d2*, Might +d8, Targeting +d6

Zord Features: Call to Action, Combiner (Core Defenses), Fast Modulation, Dino Gem Integration, Heavy Chassis, Megaform Signature Move*, Recall for Repairs

ATTACKS

Freezing Spikes (Targeting): +d8 or pilot's Driving, Range 50/120ft (2 Cold damage)

Tail Spike (Might): +d8 or pilot's Driving, Reach (3 Sharp damage)

Triceramax Megazord

Combination of Mezodon, Triassic Megarover, Cephalazord, Dimetrozord, Parasaurzord, and Anklyozord as linked to 6th Level Rangers

SIZE: Titanic (Combiner) **HEALTH:** (12/6/8/8/8/8)

MOVEMENT: 60ft Ground

STRENGTH: 7 **SPEED:** 5
SMARTS: * **SOCIAL:** *

TOUGHNESS: 27 (8 Armor Plating, 2 Core Defense)
EVASION: 17 (2 Core Defense)

Skills: Athletics +d8, Driving (Autopilot) +d2*, Might +d10, Targeting +d8

ATTACKS

Participant Melee Attack (Might): +d10 or pilot's Driving, Reach (3 Sharp damage)

Participant Ranged Attack (Targeting): +d8 or pilot's Driving, Range 50/120ft (2 Energy damage)

Energy Cyclone (1/scene, Targeting): +d8 or pilot's Driving, Range 150/360ft (8 Electric damage)

Tricera Lance (1/scene, Might): +d10 or pilot's Driving, Reach ×2 (9 Sharp damage)

Turbo Fire Attack (1/scene, Targeting): +d8 or pilot's Driving, Range 100/240ft (6 Energy damage)

Dino Charge Zord System

T-Rex Zord

As Linked to a 6th Level Red Ranger

SIZE: Gigantic **HEALTH:** 8

MOVEMENT: 40ft Ground

STRENGTH: 8 **SPEED:** 4
SMARTS: * **SOCIAL:** *

TOUGHNESS: 19 (1 Plating Armor)
EVASION: 14

Skills: Conditioning +4, Driving (Autopilot) +d4*, Might +d8, Targeting +d6

Zord Features: Call to Action, Combiner (Core Body), Energem Infusion, Enhance Attack (Dino Bite — Double Melee Reach), Increase Essence (Strength), Recall for Repairs, Zord Sentience*

ATTACKS

Long-Neck Bite (Might): +d8 or pilot's Driving, Reach ×2 (2 Blunt/Sharp damage)

Sonic Roar (Targeting): +d6 or pilot's Driving, Range 50/120ft (3 Sonic damage)

Stego Zord

As Linked to a 6th Level Blue Ranger

SIZE: Huge **HEALTH:** 6

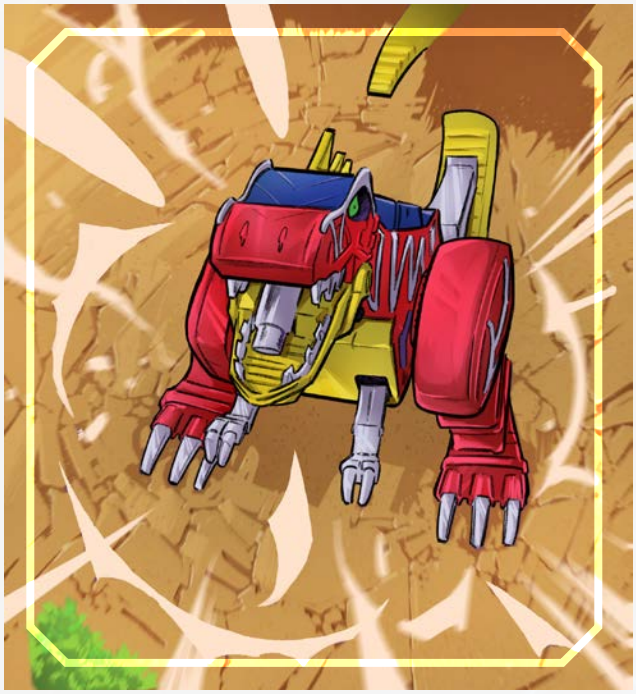
MOVEMENT: 40ft Ground

STRENGTH: 6 **SPEED:** 4
SMARTS: * **SOCIAL:** *

TOUGHNESS: 18 (2 Plating Armor)
EVASION: 14

Skills: Conditioning +3, Driving (Autopilot) +d4*, Might +d6, Targeting +d6

Zord Features: Additional Attack Type, Call to Action, Combiner (Enhanced Melee Attack), Energem Infusion, Megaform Trait (Core Defense), Recall for Repairs, Zord Sentience*



ATTACKS

Explosive Spike Throw (Targeting): +d6 or pilot's Driving, Range 100/170ft (3 Energy damage)

Spike Tail Swipe (Might): +d6 or pilot's Driving, Reach (2 Sharp damage)

Stego Ram Spike (Might): +d6 or pilot's Driving, Reach (2 Blunt damage)

Tricera Zord

As Linked to a 6th Level Pink Ranger

SIZE: Huge **HEALTH:** 6

MOVEMENT: 50ft Ground

STRENGTH: 6 **SPEED:** 4
SMARTS: * **SOCIAL:** *

TOUGHNESS: 17 (1 Plating Armor) **EVASION:** 14

Skills: Conditioning +3, Driving (Autopilot) +d4*, Might +d6, Targeting +d6

Zord Features: Call to Action, Combiner (Enhanced Melee Attack), Energem Infusion, Enhance Attack (Horns — Multi-Weapon), Movement Booster, Recall for Repairs, Zord Sentience*

ATTACKS

Horns (Might): +d6 or pilot's Driving, Multi-Weapon (2), Reach (2 Sharp damage)

Horn Energy Blast (Targeting): +d6 or pilot's Driving, Range 50/120ft (3 Electric damage)

Dino Charge Megazord Tri-Stego Formation

Combination of T-Rex Zord, Stego Zord, and Tricera Zord as linked to 6th Level Rangers

SIZE: Towering (Combiner) **HEALTH:** (16/6/6)

MOVEMENT: 40ft Ground

STRENGTH: 8 **SPEED:** 4
SMARTS: * **SOCIAL:** *

TOUGHNESS: 22 (3 Armor Plating, 1 Core Defense)
EVASION: 15 (1 Core Defense)

Skills: Athletics +d8, Driving (Autopilot) +d2*, Might +d8, Targeting +d6

ATTACKS

Participant Melee Attack (Might): +d8 or pilot's Driving, Reach (2 Sharp damage)

Participant Ranged Attack (Targeting): +d6 or pilot's Driving, Range 50/120ft (3 Energy damage)

Stego Slash (1/scene, Might): +d8 or pilot's Driving, Reach ×2 (6 Sharp damage)

Tricera Zord Power Drill (1/scene, Might): +d8 or pilot's Driving, Reach ×2 (6 Sharp damage)

Ptera Zord

As Linked to a 6th Level Gold Ranger

SIZE: Huge **HEALTH:** 6

MOVEMENT: 40ft Ground

STRENGTH: 6 **SPEED:** 4
SMARTS: * **SOCIAL:** *

TOUGHNESS: 17 (1 Plating Armor) **EVASION:** 14

Skills: Conditioning +3, Driving (Autopilot) +d4*, Might +d6, Targeting +d6

Zord Features: Call to Action, Combiner (Move), Energem Infusion, Martial Zord, Megaform Signature Finishing Move, Recall for Repairs, Zord Sentience*

ATTACKS

Ptera Lightning Blitz (Targeting): +d8 or pilot's Driving, Range 100/170ft (3 Energy damage)

Ptera Saber Slash (Might): +d8 or pilot's Driving, Reach (2 Blunt/Sharp damage)

Dino Charge Megazord Tri-Stego-Ptera Formation

Combination of T-Rex Zord, Stego Zord, Tricera Zord, and Ptera Zord as linked to 6th Level Rangers

SIZE: Towering (Combiner) **HEALTH:** (16/6/6/6)

MOVEMENT: 40ft Ground

STRENGTH: 8 **SPEED:** 4
SMARTS: * **SOCIAL:** *

TOUGHNESS: 22 (3 Armor Plating, 1 Core Defense)
EVASION: 15 (1 Core Defense)

Skills: Athletics +d8, Driving (Autopilot) +d2*, Might +d8, Targeting +d6

ATTACKS

Participant Melee Attack (Might): +d8 or pilot's Driving, Reach (2 Sharp damage)

Participant Ranged Attack (Targeting): +d6 or pilot's Driving, Range 50/120ft (3 Energy damage)

Stego Saber Lightning Charge Final Strike (1/scene, Might): +d8 or pilot's Driving, Reach ×3 (8 Sharp damage)

Stego Slash (1/scene, Might): +d8 or pilot's Driving, Reach ×2 (6 Sharp damage)

Tricera Zord Power Drill (1/scene, Might): +d8 or pilot's Driving, Reach ×2 (6 Sharp damage)

Para Zord

As Linked to a 6th Level Black Ranger

SIZE: Huge **HEALTH:** 7

MOVEMENT: 40ft Ground

STRENGTH: 7 **SPEED:** 4
SMARTS: * **SOCIAL:** *

TOUGHNESS: 21 (4 Plating Armor) **EVASION**: 14

Skills: Conditioning +4, Driving (Autopilot) +d4*, Might +d6, Targeting +d6

Zord Features: Call to Action, Combiner (Enhanced Ranged Attack), Energem Infusion, Enhance (Head Laser Canon – Ignores Armor Bonus to Toughness), Hardened Chassis, Recall for Repairs, Zord Sentience*

ATTACKS

Head Laser Cannon (Targeting): +d6 or pilot's Driving, Range 50/120ft (3 Energy damage)

Heavy Kick (Might): +d6 or pilot's Driving, Reach (2 Blunt damage)

Raptor Zord

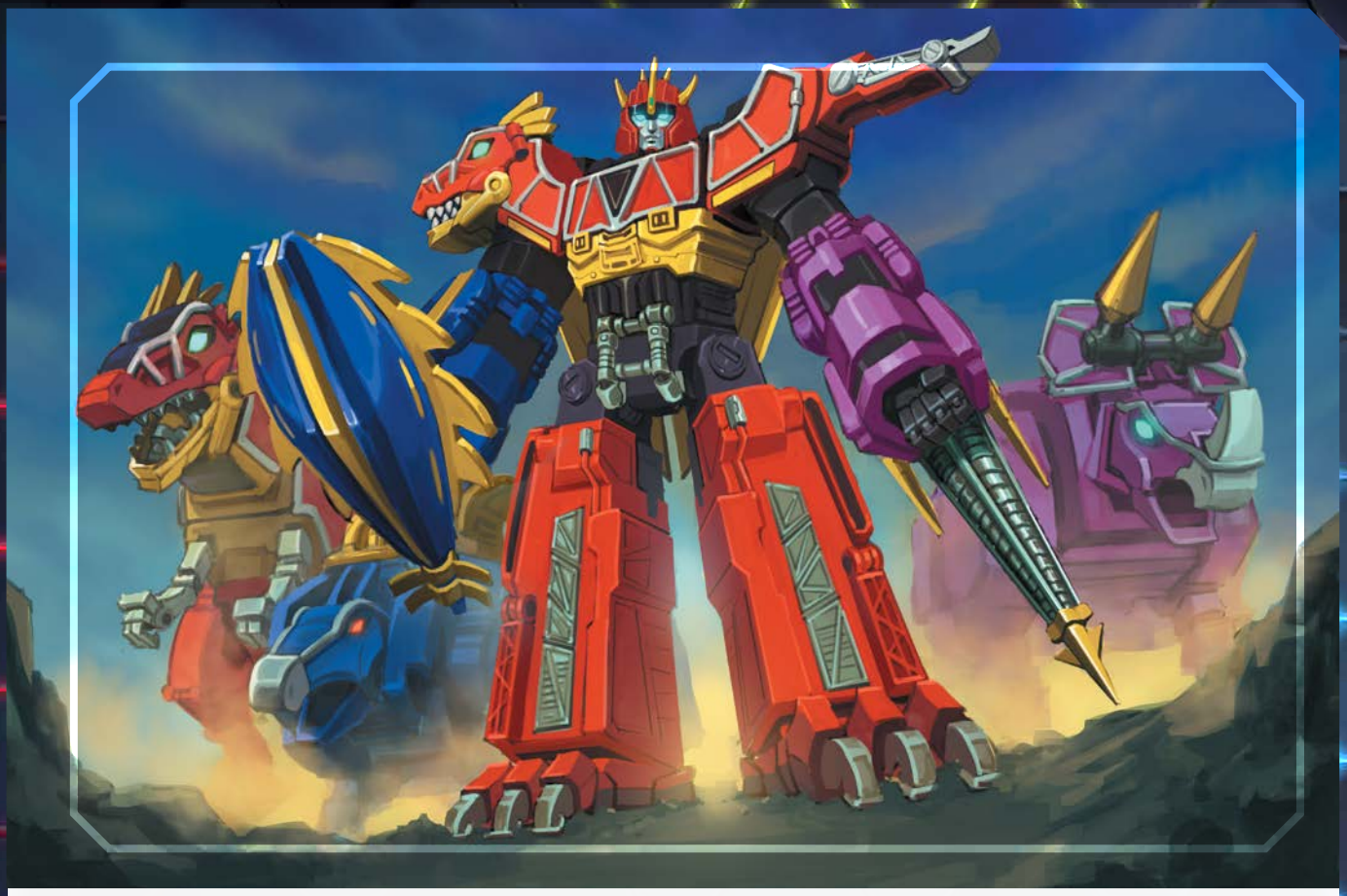
As Linked to a 6th level Green Ranger

SIZE: Huge **HEALTH:** 6

MOVEMENT: 60ft Ground

STRENGTH: 6 **SPEED:** 4
SMARTS: * **SOCIAL:** *

TOUGHNESS: 17 (1 Plating Armor) **EVASION:** 14



Skills: Conditioning +3, Driving (Autopilot) +d4*, Might +d6, Targeting +d6

Zord Features: Additional Attack Type, Call to Action, Combiner (Enhanced Melee Attack), Energem Infusion, Light Chassis, Recall for Repairs, Zord Sentience*

ATTACKS

Raptor Pounce (Might): +d6 or pilot's Driving, Reach (2 Blunt/Sharp damage)

Supra Tail Missile Rack (Targeting): +d6 or pilot's Driving, Range 50/120ft (4 Energy damage)

Tail Bash (Might): +d6 or pilot's Driving, Reach (2 Blunt/Sharp damage)

Ankylo Zord

As Linked to a 6th Level Blue Ranger

SIZE: Huge **HEALTH:** 6

MOVEMENT: 40ft Ground

STRENGTH: 6 **SPEED:** 4
SMARTS: * **SOCIAL:** *

TOUGHNESS: 18 (2 Plating Armor) **EVASION:** 14

Skills: Conditioning +3, Driving (Autopilot) +d4*, Might +d6, Targeting +d6

Zord Features: Call to Action, Combiner (Enhanced Melee Attack), Energem Infusion, Enhance (Attack), Hardened Chassis, Recall for Repairs, Zord Sentience*

ATTACKS

Hammer Tail (Might): +d6 or pilot's Driving, Reach (2 Blunt/Sharp damage)

Energy Blast (Targeting): +d6 or pilot's Driving, Range 100/170ft (3 Energy damage)

Pachy Zord

As Linked to a 6th Level Silver Ranger

SIZE: Huge **HEALTH:** 7

MOVEMENT: 40ft Ground

STRENGTH: 6 **SPEED:** 4
SMARTS: * **SOCIAL:** *

TOUGHNESS: 17 (1 Plating Armor) **EVASION:** 14

Skills: Conditioning +3, Driving (Autopilot) +d4*, Might +d6, Targeting +d6

Zord Features: Call to Action, Combiner (Enhanced Melee Attack), Energem Infusion, Enhance Attack (Tail Ball), Recall for Repairs, Zord Sentience*

ATTACKS

Ranged Weapon Attack (Targeting): +d6 or pilot's Driving, Range 50/120ft (2 Energy damage)

Tail Ball (Might): +d6 or pilot's Driving, Reach (2 Blunt damage)

Dino Charge Megazord Stego-Raptor Formation

Combination of T-Rex Zord, Stego Zord, and Raptor Zord as linked to 6th Level Rangers

SIZE: Towering (Combiner) **HEALTH:** (16/6/6)

MOVEMENT: 40ft Ground

STRENGTH: 8 **SPEED:** 4
SMARTS: * **SOCIAL:** *

TOUGHNESS: 22 (3 Armor Plating, 1 Core Defense)
EVASION: 15 (1 Core Defense)

Skills: Athletics +d6, Driving (Autopilot) +d2*, Initiative +d2, Might +d10, Targeting +d6

ATTACKS

Participant Melee Attack (Might): +d8 or pilot's Driving, Reach (2 Sharp damage)

Participant Ranged Attack (Targeting): +d6 or pilot's Driving, Range 50/120ft (4 Energy damage)

Energized Claws (1/scene, Might): +d8 or pilot's Driving, Reach ×2 (6 Energy damage)

Final Flame Strike (1/scene, Might): +d8 or pilot's Driving, Reach ×2 (6 Fire damage)

Dino Charge Megazord Para-Raptor Formation

Combination of T-Rex Zord, Para Zord, and Raptor Zord as linked to 6th Level Rangers

SIZE: Towering (Combiner) **HEALTH:** (16/7/6)

MOVEMENT: 40ft Ground

STRENGTH: 8 **SPEED:** 4
SMARTS: * **SOCIAL:** *

TOUGHNESS: 22 (4 Armor Plating)
EVASION: 14

Skills: Athletics +d8, Driving (Autopilot) +d2*, Might +d8, Targeting +d6

ATTACKS

Participant Melee Attack (Might): +d8 or pilot's Driving, Reach (2 Sharp damage)

Participant Ranged Attack (Targeting): +d6 or pilot's Driving, Range 50/120ft (3 Energy damage)

Bladed Raptor Slash (1/scene, Might): +d8 or pilot's Driving, Reach ×2 (6 Sharp damage)

Para Zord Blast (1/scene, Targeting): +d6 or pilot's Driving, Range 100/240ft (9 Energy damage)

Dino Charge Megazord Tri-Ankylo Formation

Combination of T-Rex Zord, Tricera Zord, and Ankylo Zord as linked to 6th Level Rangers

SIZE: Towering (Combiner) **HEALTH:** (16/6/6)

MOVEMENT: 40ft Ground

STRENGTH: 8 **SPEED:** 4
SMARTS: * **SOCIAL:** *

TOUGHNESS: 22 (4 Armor Plating)
EVASION: 14

Skills: Athletics +d8, Driving (Autopilot) +d2*, Initiative +d2, Might +d8, Targeting +d4

ATTACKS

Participant Melee Attack (Might): +d8 or pilot's Driving, Reach (2 Sharp damage)

Participant Ranged Attack (Targeting): +d4 or pilot's Driving, Range 50/120ft (3 Energy damage)

Final Hammer Punch (1/scene, Might): +d8 or pilot's Driving, Reach ×2 (6 Blunt damage)

Tricera Drill (1/scene, Might): +d8 or pilot's Driving, Reach ×2 (6 Sharp damage)

Dino Charge Megazord Para-Stego Formation

Combination of T-Rex Zord, Para Zord, and Stego Zord as linked to 6th Level Rangers

SIZE: Towering (Combiner) **HEALTH:** (16/7/6)

MOVEMENT: 40ft Ground

STRENGTH: 8 **SPEED:** 4
SMARTS: * **SOCIAL:** *

TOUGHNESS: 23 (4 Armor Plating, 1 Core Defense)
EVASION: 15 (1 Core Defense

Skills: Athletics +d6, Driving (Autopilot) +d2*, Might +d10, Targeting +d6

ATTACKS

Participant Melee Attack (Might): +d10 or pilot's Driving, Reach (2 Sharp damage)

Participant Ranged Attack (Targeting): +d6 or pilot's Driving, Range 50/120ft (3 Energy damage)

Para Arm Blaster (1/scene, Targeting): +d6 or pilot's Driving, Range 100/240ft (9 Energy damage)

Shield Smash (1/scene, Might): +d10 or pilot's Driving, Reach ×2 (6 Blunt damage)

Dino Charge Megazord Ankylo-Pachy Formation

Combination of T-Rex Zord, Ankylo Zord, and Pachy Zord as linked to 6th Level Rangers

SIZE: Towering (Combiner) **HEALTH:** (16/6/7)

MOVEMENT: 40ft Ground

STRENGTH: 8 **SPEED:** 4
SMARTS: * **SOCIAL:** *

TOUGHNESS: 22 (4 Armor Plating)
EVASION: 14

Skills: Athletics +d6, Driving (Autopilot) +d2*, Might +d10, Targeting +d6

ATTACKS

Participant Melee Attack (Might): +d10 or pilot's Driving, Reach (2 Sharp damage)

Participant Ranged Attack (Targeting): +d6 or pilot's Driving, Range 50/120ft (3 Energy damage)

Ankylo Chop (1/scene, Might): +d10 or pilot's Driving, Reach ×2 (6 Blunt damage)

Pachy Chain Attack (1/scene, Might): +d10 or pilot's Driving, Reach ×2 (6 Energy damage)

Ptera Charge Megazord Pachy Formation

Combination of Ptera Zord and Pachy Zord as linked to 6th Level Rangers

SIZE: Towering (Combiner) **HEALTH:** (6/7)

MOVEMENT: 50ft Ground

STRENGTH: 6 **SPEED:** 4
SMARTS: * **SOCIAL:** *

TOUGHNESS: 19 (3 Armor Plating)
EVASION: 14

Skills: Athletics +d6, Initiative +d2, Might +d6, Targeting +d6

ATTACKS

Participant Melee Attack (Might): +d6 or pilot's Driving, Reach (2 Sharp damage)

Participant Ranged Attack (Targeting): +d6 or pilot's Driving, Range 50/120ft (3 Energy damage)

Pachy Zord Wrecking Ball (1/scene, Might): +d6 or pilot's Driving, Reach ×2 (6 Blunt damage)

Ptera Lightning Blitz (1/scene, Targeting): +d6 or pilot's Driving, Range 150/360ft (12 Electric damage)

Ptera Charge Megazord Ankylo Formation

Combination of Ptera Zord and Ankylo Zord as linked to 6th Level Rangers

SIZE: Towering (Combiner) **HEALTH:** 6/6

MOVEMENT: 50ft Ground

STRENGTH: 6 **SPEED:** 4
SMARTS: * **SOCIAL:** *

TOUGHNESS: 20 (4 Armor Plating)
EVASION: 14

Skills: Athletics +d6, Initiative +d2, Might +d6, Targeting +d6

ATTACKS

Participant Melee Attack (Might): +d6 or pilot's Driving, Reach (2 Sharp damage)

Participant Ranged Attack (Targeting): +d6 or pilot's Driving, Range 50/120ft (3 Energy damage)

Ankylo Zord Hammer Punch (1/scene, Might): +d6 or pilot's Driving, Reach ×3 (8 Blunt damage)

Ptera Slash (1/scene, Might): +d8 or pilot's Driving, Reach ×2 (6 Sharp damage)

Ptera Charge Megazord Para-Raptor Formation

Combination of Ptera Zord, Para Zord, and Raptor Zord as linked to 6th Level Rangers

SIZE: Towering (Combiner) **HEALTH:** 6/7/6

MOVEMENT: 50ft Ground

STRENGTH: 7 **SPEED:** 4
SMARTS: * **SOCIAL:** *

TOUGHNESS: 21 (4 Armor Plating)
EVASION: 14

Skills: Athletics +d6, Initiative +d4, Might +d8, Targeting +d6

ATTACKS

Participant Melee Attack (Might): +d8 or pilot's Driving, Reach (2 Sharp damage)

Participant Ranged Attack (Targeting): +d6 or pilot's Driving, Range 50/120ft (3 Energy damage)

Para Zord Fireball Finish (1/scene, Targeting): +d8 or pilot's Driving, 150/360ft (8 Sharp damage)

Raptor Laser Beam (1/scene, Targeting): +d6 or pilot's Driving, Range 100/240ft (9 Energy damage)

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CHAPTER 4

CHALLENGES A FLYING KICK CAN'T SOLVE

Introduction

"Do you even recognize yourself, Tommy? The Green Ranger, always willing to sacrifice, always ready. You must have saved your friends a hundred times, fighting Rita's monsters, you and your Dragonzord. Behold the warrior you once were, Tommy! Because it's all over now! Before I finish you, I want the pleasure of hearing you say I am your superior! Well, Tommy?"

—Goldar

"Goldar, you are out of your mind! Your little picture show reminded me of who I really am inside. Not as the Green Ranger, but as me... plain old Tommy."

—Tommy Oliver

Becoming a Power Ranger is a transformative life experience. Facing off against intergalactic evil, battling gigantic rampaging monsters, and wielding the incredible powers of the Morphin Grid can make the rest of a Rangers life seem small and unimportant. But at some point, Rangers realize that it is the simple, mundane moments of their life that make battles worth fighting. This chapter explores the exciting aspects of the ***Power Rangers Roleplaying Game*** beyond combat encounters to help GMs create a developed world of interconnected NPCs, mundane plot lines, and downtime activities. By establishing that the characters have a life outside of their careers as Power Rangers, the significance of what they are fighting to protect can bring importance to even the most routine parking-lot putty patrol pugilist!

As many Power Rangers quickly discover, wielding the awesome powers of the Morphin Grid does not mean that your old life comes to a stop! While game sessions can focus on uncovering the plans and schemes of the evils of the universe, they can also embrace the mundane aspects of the characters' lives, emphasizing the importance of the alter ego for Rangers. Using the details of a Ranger's character motivations can help keep the world moving, as GMs can create a dynamic and engaging alter ego story to balance life-and-death heroics.

Downtime is also a fantastic way to help bring the world of Power Rangers to life – perhaps a Ranger is new to Angel Grove and is looking for a new hotspot to meet friends. Or perhaps they've lived in North Angel Grove all their lives but just recently got a job in the unfamiliar South Angel Grove? Downtime events aren't only limited to mundane activities either! Training in martial skills, upgrading a Ranger weapon, inventing a new gadget, or recovering from wounds are all examples of downtime activities that directly impact a Ranger's ability to battle the forces of evil!

Exploring story arcs on the struggles of daily life is a great way for GMs to connect the mundane to the fantastic in the lives of their Rangers. Perhaps the player characters' alter egos are going through a large transition in their home life – a mundane event like having a grandparent or an older sibling move into the house can really shake things up for a Ranger! Or possibly that Rangers find themselves against adversity in their lives at home or school. While Rita Repulsa can serve up some nasty

punishment with her putties and evil monsters, a bully or disapproving teacher can sometimes feel like a bigger threat. After all, there are problems that even a flying kick can't solve!

GMing the Alter Ego

In order to run the Alter Ego side of the game, it is important to understand the Ranger experience it's meant to support.

The Ranger experience is all about payoffs, energetic highs, and breakneck whirlwinds of action. When the big moment happens, when the Rangers finally Morph, the pace Morphs with them. It's fun, it's exciting, and it's meaningful every time it happens.

The Ranger experience is what lingers in people's memories about the Power Rangers. Those big moments can leave an even bigger impact on you. However, if you closely examine the Ranger experience on its own, those big moments suddenly make very little sense (if any, sometimes!) and disappear in a flash. The payoff falls flat on its own.

This makes the Alter Ego ever more critical to the Ranger experience. How do you get the payoff without the build-up?

Building the Build-Up

The alter ego is where we set the game's stakes, and there's no Morphin around this fact.

The characters carry mundane responsibilities and bonds that add fuel to why and how they fight as Rangers. If one of the characters has a big concert coming up that means the world to them, it's important that no small-time bully nor big-time villain gets in the way of it happening. Or if keeping a job is the last thing keeping a character from moving away and leaving the team, they might think twice before skipping their next shift. As discussed in Chapter 1, character motivations help direct the players and the GMs to what is important to these characters in and out of their Morphed form.

Alter ego stories are also where the characters exist outside of fighting in the woods or an abandoned quarry. They'll meet and interact with the other residents between battles, creating deeper and more poignant bonds than the ones the players originally wrote on their character sheets. The setting and other residents have their own needs and challenges, and if the characters can't help them, then those bonds weaken.

There's an inherent tension between a Ranger and their Alter Ego that can easily feed into the build-up. Like other superheroes, Power Rangers characters often live both lives plus the additional complications of keeping them separate, which can take a toll on their motivations. You can't be a Ranger if you're busy finding a moment to excuse yourself from a date. You might ask a villain to wrap things up so you can get back to an exam, but chances are they won't comply. Often, these aren't one-off events; as the GM, you can put the same situation in front of the characters more than once (as long as you space them out) and provide the players an opportunity to try a different approach or push their characters further.

These challenges might seem minor at first, but they add up and continue to grow the longer they

go unaddressed. Eventually, when the pressure builds to a tipping point and the characters have reached their limits—*that's* when the putties attack.

Cutting to the Core

The players will always give you the stakes to motivate their characters during play, even if they might not state them directly.

While running the Alter Ego, you should be observing what aspects of the world your players are drawn to and calling their characters' motivations into question. Your story and its obstacles are opportunities for them to show you what their characters find most important, and when they do, write it down! Your subsequent challenges should hone in on these aspects and gradually push them further and further; criminals and teachers might repeatedly poke at a character's insecurities, or a villain can directly threaten a friendly NPC.

The goal of a Game Master is to bring about interesting decisions for the other players. The later sections of this chapter are meant to provide you with a toolbox for creating story arcs, NPCs, and challenges for the characters to engage with, but they aren't always interesting decisions on their own without the context of your players. Use these tools when you're unsure of how to proceed, watch how the characters interact with them, and don't be afraid to modify them based on the players' impressions if it leads to a more interesting decision.

Always remember that if you're having trouble honing in on a character's motivation or if you're not sure why a player or character seems disinterested in the story, engage with the player away from the table to talk about what they're looking for in the game.

For instance, you might pull a poacher hunting for a rare dino egg into your next session. It sounded pretty cool to you, but in practice, the poacher didn't have a reason to engage with the characters directly and the only decision they halfheartedly make is fueled by "Well, poaching is bad." You did notice that they started to ask more questions about the dino egg, so you decide to key into it: That dino egg is possibly the key to a new Zord, and Mesogog wants it. The poacher is a part of a competition with dozens of other poachers to steal it first. Do the characters go after the egg as Rangers or their Alter Egos, and how do they handle the other parties?

Keying into your players' interests is what keeps them engaged with the game, even when they're not kicking butt. When the big moment finally happens and they Morph, it feels more like an exciting payoff instead of like the game has finally begun. The introspection, motivations, and stakes all build towards the Ranger experience.

Setting up Session 0

Once you understand the purpose of running the Alter Ego and a general idea of the Ranger story you would like to play, it's important to get the other players on the same page. This can come in the form of a Session 0: a pre-game session where everyone's expectations for the game are set.

Plan to cover the following topics in your Session 0.

- **Setting the Game's Tone:** Whether it's lighthearted, grim, or somewhere in the middle, everyone should have an idea of what to expect from the story, the villains, and each other. Without setting the tone upfront, a lot of games can turn into goofy comedies whether intentional or not. (Comedy games are great, but a little different from Ranger camp!)
- **Setting the Players' Boundaries:** Be sure to discuss what type of content is off limits or should be handled off-screen. This is also an opportunity to empower the players to pause or redirect the game if they become too uncomfortable. Everyone might know each other already (or perhaps you don't!), but talking about these things out loud can go a long way.
- **Setting the Game's Setting:** Take the game's tone and the players' boundaries into account, and you can start painting the broad strokes of the world together. Are you in a city? Where's your home base? What sort of people are you expecting to find here?
- **Setting Up the Players' Characters:** Now you can determine who everyone is playing, how they fit into the world, and the type of team dynamic you would like to explore. Some players might come to the table with a character concept in mind already, but you can work together to figure out how to make them fit with the game that's come out of this session.

Holding these types of discussions in a space separate from the game can reduce the number of unwanted surprises during the game proper. It also allows players to express both what would be fun for them and what keeps the game fun. Otherwise,

a player could burn out during the game and stop having a good time without anyone knowing.

Session 0 is also your first opportunity to key into the players' interests for engaging and fun Alter Ego encounters—you get to ask them directly! For example, a player might really enjoy talking to other Juice Bar regulars in character but doesn't vibe with dangerous hostage situations. You can key into these facts and create some mundane Juice Bar drama that could impact their character's desire to be a Ranger and protect them.

The Session 0 isn't the only time for these open discussions, but rather the start of the dialogue about the game. As your game goes on, check in with players regularly or as needed to ensure you're all telling a fun story together.

Tracking the Time

It's funny if you think about it; the moments where the players are battling for hours might only last a few minutes for the characters, but the Alter Ego moments in between happen in a fraction of the time for the players while spanning weeks or more for the characters. This isn't a bad thing, but it can be easy to lose your sense of the passage of time in-game. And it catches up with you, too; the villains could find a way across the galaxy in minutes when it took the player characters months to use the same method, leading to the players questioning the logic and breaking the game's flow.

Whenever you start a session from the Alter Ego side of the story, it's good practice for you and the other players to establish:

1. The current season of the year or date
2. The current time of day
3. How much time has passed since we last left the Rangers
4. What the characters have been doing in that time
5. What the rest of the setting is currently up to

This list not only helps everyone's sense of time but also provide the players with a sense of progress. Things are moving forward, and the world never sits still while the Rangers keep it safe.

When you get into the rhythm of tracking time, it becomes a secret weapon in your GM toolkit. A challenge you throw in front of the players can have a time limit before it has consequences on the characters or their world, like a big college interview scheduled for 9 AM. If you introduce a second timed challenge, such as a bomb hidden in the park set to go off at 9 AM, then the players have a new, interesting decision to make!

Not every event in the characters' way needs to be complex and harrowing. Sometimes juggling multiple small events on a time limit is all the build-up the players need for a satisfying payoff.

Pacing the Punches

It might seem obvious that if the game is all high-octane fights or slow slice-of-life episodes, then it becomes exhausting to play. But if every Alter Ego segment is filled with tense time-sensitive events, the needs of every NPC have dire consequences, and the characters are staring at an expansive checklist of high-priority tasks to complete, then the players are likely to tire of the game just as fast!

The Alter Ego thrives on good pacing within itself even before the moment when the characters Morph into action. Exciting time-centered objectives are just as welcome as moments of dining together. Fun power-tripping moments of making the bullies look like fools balanced against moments where the characters' morals are called into question. And most importantly, always leave room for kitschy one-liners and funny quips.

This isn't to say ignore the tone your group agreed on. A serious, perilous game doesn't need as many opportunities for the characters to crack jokes at each other as a goofy game does. The serious game still needs a small amount of levity to let the players stop holding their breath for a moment. Then they can recollect themselves and take on more serious matters again.

Good pacing of Alter Ego moments also includes having moments of nothing. Negative space in the game allows the other players to explore the boundaries of the game on their own and come up with their own moments to share with everyone. They might seek out an NPC they're curious about and talk to them, sometimes to no other benefit than knowing more about a cool character! Or two players might appreciate the space to let their characters share a moment with each other and potentially have some development.

Setting the Pace Example

Each game session has room for about 10 moments. If you divide the game into Alter Ego and Ranger

segments, you can map out your moments into chunks and then focus on what happens in each chunk. You can start out with three Alter Ego moments: dealing with bullies, getting an objective that sets the stage for the villain's involvement, and then a character moment at home base. Suddenly, a putty ambush calls for a Ranger moment. The characters then get an Alter Ego moment to investigate the villain's scheme, followed by some space for anything else the players want to do. From there, it's three exciting Ranger moments of engaging with the villain, resolving the objective from earlier, and breaking out the Zords. After that, allow the session to close with one more Alter Ego moment engaging with NPCs to cool down or to set up intrigue for next week's session.

Not every session needs to look like this. To that end, don't forget to observe how the players respond during the session and adjust your pacing as needed. When the players are really caught up in a moment, let it play out for as long as they need instead of rushing to the next event. When the players grow quiet or restless, twist the moment with a new element or wrap it up and move forward.

Deepening their Development

When you set game expectations in Session 0, key into your players' interests, and keep track of the time in the game, you also enhance the Ranger experience with the opportunity for character development. Normally, this isn't a game element you can force on the other players. However, by developing your NPCs over time and providing ample opportunities for their own characters to grow, the players who see your example and lean into those opportunities can create big payoff moments both in and out of their suits!

Let's say that a Dark Ranger character is the child of a terrifying space warlord. They have a strained relationship with the idea of family and believe that they're strongest when they work solo. They begrudgingly fight alongside the other player characters to get back at their villainous parent for abandoning them, but it's rough! They don't play well with the other Rangers and typically rush into danger alone.

You can enable that player's character during your Alter Ego segments. The Rangers' home base is Papa Pete's Pizza Parlor, where grumpy Papa Pete himself starts to dote on the characters and treat them like his own kids. Once in a while, he might ask the Dark Ranger to help him fold boxes or come up with new pizza combos. Pete thanks them for the help every time and calls them a team player.

Down the line, the space warlord declares that they'll be destroying the pizza parlor in three days. Papa Pete is calm; he's more excited to give the Dark Ranger a slice of his latest pizza combo: the Family Style Dark Dish, named after the Dark Ranger themself. No matter what, he's proud of them and the other Rangers, and he'll be there to catch the Dark Ranger if they fall. The player now has the opportunity to show how much their character has grown and psyche everyone up for an incredible fight against the warlord.

Creating Mundane Story Arcs

Life doesn't stop just because you're a Ranger. While you're busy sending bad guys flying, the world keeps turning, and your real-life responsibilities inevitably come calling. While playing out the drudgery of everyday life isn't exciting, there's a lot a Game Master can do with mundane story arcs to keep play interesting for the table.

Exploring how Rangers navigate their lives without a helmet on helps develop them as more than just crime fighters. There's great tension in a character with all the power of the Morphin Grid behind them feeling powerless to stop a threat that fighting just can't solve. This section provides guidance on getting the most out of these arcs, including how to connect them with the main plot for a delicious combination of the mundane and the fantastic.

Something Worth Fighting For

During character creation, players have ample opportunities to draw connections between their characters and the game world. As a Game Master, the most important thing you can do during this process is listen! When players write character concepts, add narrative ties, and build their base, they're handing you the material you can use to raise the stakes of any threat.

The easiest way to make use of these things is to use them as motivation for your characters to fight, or to put their well-being in conflict with your characters' interests as a Ranger. Can they be a Ranger while also working towards a promotion or finding love or spending time with their family? How do they react when their enemies target their workplace or their loved ones? What does it look like when a Ranger takes things *personally*? And how do they conceal the truth about their powers from the people in their lives? All of these questions and more can lead to exciting character development moments.

Life Transitions

Life is all about moving from one state to the next. People grow up, graduate from school, change jobs, move to different places, and so on. These changes can seriously affect a Ranger both on and off the field. When building a life transition arc, identify ways that a character can adapt to change, and then give characters plenty of chances to do those things. For example, if a character needs to make friends in a new neighborhood, make new NPCs for them to latch on to—and include the player in the process. It's a collaborative story and game, so never feel like you need to have all the answers alone.

Characters who go through life transitions often come out on the other side totally different, with no chance of going back. If they're growing up, they may no longer be able to hit the high notes in songs anymore or fit into their favorite small places. If they're moving, they might lose friends and hobbies, but pick up new ones.

Variant Arc Rule—Shifting Influence: When a character central to a mundane arc is going through a life change, they can either spend 5 Story Points to gain a new Influence, or trade one of their old Influences in for a new one.

Connecting the Mundane and Fantastic

Though Rangers lead dual lives, those lives are not always separate. Sometimes they connect in the most unexpected of ways! This section provides guidance on these connections as well as variant rules to help these connections provide mechanical complications to your campaign.

The first is the most obvious: bleed. When something isn't right in one part of your life, it seeps into all the other parts. You can't fight bad guys with a clouded mind. A Ranger affected by bleed might be too distracted to perform their best, or they may even be reluctant to fight. A Ranger wracked by indecisiveness in their alter ego life may have a tough time calling the shots in combat. Two Rangers arguing out of costume might let that disagreement affect their teamwork.

Variant Arc Rule—Not All Here: When a character is going through a seriously taxing moment in their mundane arc, they can choose to take ↓1 on all Skill Tests at the beginning of a combat scene, in exchange for 3 Story Points at the end of that scene.

Another way to connect the two is by creating a shared villain. Perhaps the corrupt politician and the evil space wizard are one and the same. The Rangers may not know it at first, but that's why the corrupt politician keeps targeting locations and protections that matter the most to the Rangers. For example, they might try to get the Rangers' base shut down or enact stricter public education standards to keep them busy at school.

The villain doesn't have to be one and the same; they only need to pull the strings. Politicians, officials, teachers, and other adults with authority can be bought, blackmailed, intimidated, and impersonated. And many villains know that Rangers cannot resort to violence or escalate a situation unless their opponent has done so first.

Variant Arc Rule—Hit Where it Hurts: If the characters have resolved a mundane story arc that their villain was involved in, then in the next combat scene, that villain and their allies all have ↓1 on attacks against the Rangers.

When all else fails, and you can't find an immediately clear connection between the mundane and the fantastic, simply interrupt one with the other. If the characters are volunteering or working somewhere toward resolving a mundane arc, throw some putties (or your minion of choice) at them. The resulting conflict could very well knock some story beats loose as characters have to navigate a familiar challenge in a new environment. You can also try the opposite: have a mundane NPC unsuspectingly waltz into a combat scene for added drama.

Many Ranger teams end up fighting a monster-of-the-week-style enemy from time to time. The Dino Rangers, for example, often face monsters generated in the Geno-Randomizer using all kinds

of things as fodder. Elsa once turned the Dino Rangers' nightmares into monsters to fight! You can try something similar, should your rangers desire a physical manifestation of their issues to send flying with a well-aimed kick.

Variant Arc Rule—Combat Catharsis: When the Game Master introduces a monster to fight with a thematic connection to the mundane arc, the Ranger who gets the final blow on that monster receives 2 Story Points that they can use towards resolving the mundane arc.

Mapping Your Mundane Story Arc

Here are some guidelines for mapping out a mundane story arc. You want to have a goal, a spark, potential scenes, and a resolution in mind. Mundane arcs can last as long as a single session, or they can last for the campaign's duration. They don't take the place of the major crime-fighting events in your game but instead, happen at the same time.

A session of your game might start at a home base with the inciting incident of a mundane story arc, and then the story gets interrupted by a putty attack in the very next scene. The ensuing combat might serve as the inciting incident for another story arc. That's all the hectic joy of balancing your life as a Ranger!

GOAL

The goal is what the characters are attempting to accomplish in this arc. Are they trying to mediate a conflict with bullies at school? Raise money for a local animal shelter? Choose a goal related to something you know the characters care about, as described in the Something Worth Fighting For section. As players grow into their characters, they may suggest or choose their own goals, as well.

SPARK

The spark is the arc's inciting incident, the moment that the arc is first introduced to the characters. This scene should demonstrate the problem, what can (and maybe can't) be done about it, and why it's so important.

POTENTIAL SCENES

A potential scene is an action the characters might take, or an event they may experience, that further develops the conflict and brings them closer to resolving it. List 3–5 scenes that you anticipate happening in the middle of your arc. You may not get to run them all, especially if the characters react in ways you didn't expect.

Potential scenes can work like a nebulous handful of possible story beats, especially if this arc is more player-guided. For example, your potential scenes in an investigation arc are made up of all the clues characters can discover in any order.

Your scenes can also work as a more direct road map from beginning to end, like a story outline. The characters can't learn about the connection between Mesogog and Anton Mercer until Trent completes a few steps in his "reconnect with Dad" story arc.

RESOLUTION AND CONDITION

How does this all resolve, and more importantly, when does it all resolve? List a few potential ways this arc could end. What does a good ending look like? Can characters get a bad ending?

When mapping out an arc, you can't usually predict the characters' choices, making it difficult to hammer this down exactly. That's where the resolution condition comes in as a rule you set as the Game Master to tell you when to look at the characters' choices and cut straight to the climax. Examples of conditions include:

- Time-Based: "The Rangers have four sessions to raise enough money to save the store."
- Scene-Based: "The White Ranger cannot confront his wealthy and busy father until the Rangers find a way to secure a meeting with him."
- Task-Based: "The Blue Ranger learns the status of her promotion after completing four challenges related to her job."

SPOTLIGHTING WITH AN ARC

It's probably a good idea to limit the number of arcs you introduce at a time. This way, characters can really dig in and focus on a few things at a time. But not all arcs need to be relevant to all team members, especially if your characters have different backgrounds. You might want to use a mundane arc to spotlight one or more Rangers. For example, some of your Rangers might be students at high school. You can explore their high school struggles (bullies, group projects, graduation) through a mundane arc setup, but you might also have adults on your team to whom that arc doesn't

directly apply. The older Rangers should still care, of course, since the conflict is affecting their friends and teammates! If you can't develop an arc for the older Rangers that intersects with the high school Rangers, make sure the next mundane arc spotlights one or more of the older Rangers. Everyone should get some time to shine.

Example Story Arcs

This section provides several example story arcs for characters to help illustrate how to map out your own. Take what you like from these and apply them to your own tables.

Example Arc: Save Reefside Park!

This arc focuses on the beloved local Reefside Park, which the city council is planning to pave over to make way for a massive corporate warehouse.

GOAL

The Rangers must find a way to prevent the park's redevelopment by changing the city council's mind. The characters have met up in this park often, and it has great sentimental value to the characters because there is a statue of the Power Rangers erected in the center.

SPARK

The next session opens with a scene at the park. It is a beautiful day, and the Rangers have come here expecting to relax and enjoy themselves. They are turned away at the gate by security, however, because the park is being shut down. Local organizers who are present encourage the characters to get involved.

POTENTIAL EVENTS

- The characters collect signatures for a petition to stop the redevelopment.
- The characters join a protest at the park gates.
- The characters learn about an endangered species that makes its home in the park.
- A city councilman has an accidental run-in with one of Mesogog's monsters, and the Rangers must save the day. The councilman, grateful, changes his mind about the park.

RESOLUTION AND CONDITION

This arc resolves with a climactic vote at a city council meeting, which takes place after the characters have convinced at least two council members to vote against the redevelopment. With these votes, Reefside Park is saved!

Example Arc: My Dad the Dinosaur

This is a spotlight arc inspired by Dino Thunder that focuses on Trent Mercer, the White Ranger, and his father Anton Mercer, who is also Mesogog, the fierce adversary of the Dino Rangers. While Mesogog is thoroughly evil, the human part of Anton Mercer is still good and hopes he can separate himself someday. This arc combines main and mundane stories, and it requires the Rangers to act both in and out of uniform.

GOAL

Trent Mercer can't help his father with the separation process, but he can help keep his secret until the deed is done. This proves to be difficult because Mesogog takes control of Anton at random, unpredictable times!

SPARK

Trent, the White Ranger, learns the truth about his father. Anton makes his son swear to keep his secret from the other Rangers, especially Dr. Oliver.

POTENTIAL EVENTS

- Anton Mercer begins substitute teaching at Reefside High, leading to many opportunities for him to transform into Mesogog in public.
- Mesogog causes Anton Mercer to attempt to purchase and shut down Hayley's Cyberspace, which the Rangers use as a base or a popular hangout.
- The Rangers find a rare prehistoric plant and return it to their base. Dr. Oliver hints that this plant would have strange effects on humanoids with dinosaur biology.
- Anton believes this plant can be used to create a separation serum, but the Rangers aren't just going to give it to Trent without a good reason.

RESOLUTION AND CONDITION

Once Anton Mercer gets his hands on the prehistoric plant from Potential Events, it takes

three days for him to create and use the serum, at which point he and Mesogog will be permanently separated. Mesogog, unfettered by the prison of a human body, gains a massive boost in power, which Trent understands is a result of his father's actions. He may have to come clean about his dad to the other Rangers.

The resolution of this arc is the immediate fallout of the Rangers learning the truth, whether it happens as described above or if Trent fails to keep Anton's secret the whole way through. The table should roleplay out the scene of the Rangers reacting to the news. Are they angry with Trent for withholding information? Happy that Trent trusts them enough to share? This scene may happen differently depending on the players and when they learn the truth.

If the rest of the rangers learn the truth before Anton and Mesogog are separated, they can help Trent save his father.

NPCs: Windows to The World

The Non-Player Characters in your game are the lifeblood of the roleplaying experience. This goes beyond the enemies that the Rangers must defeat with punches and kicks. The people that the characters talk to, do favors for, learn from, compete with at school, and protect other people from using diplomacy and wits are what give the players a key connection to a shared world in order to play together.

Although NPCs can be a real drag on play if they aren't handled with care.

Back To Basics

Your NPCs need to be treated like tools for the other players to use, as much or more than fully fleshed-out people. If a character interacts with an NPC and learns that the NPC is involved with some other event using multiple newly named people that the character has never heard about, the player is either going to assume that the NPC is telling them key information about their own character's objectives or that they wasted their time engaging with this person at all. And those interactions can paint future interactions with NPCs in a way that might disincline a player from engaging with the world altogether.

Here is a boiled-down structure you can utilize when building an NPC:

- What they have
- What they want
- Who they are right now
- Why are they here

What They Have

Players interact with NPCs to gain information about the world, tell of their current predicament, a resource or clue needed to proceed with their goals, immerse themselves into a scene, or any combination of the above. Providing a "have" is crucial for making interactions meaningful, even if that "have" to offer is a funny joke or two.

Determining what the NPC has to offer the characters helps to establish a foundation for their role in the story. All the other details about this character can be geared towards filling this role, ensuring that the character's intent is clear to the other players.

What They Want

Every character has a motivation, even if it's just hanging out with their friends. The game portion of roleplaying involves interacting with the character to discover their needs and finding the best way to fulfill them to meet their own character's needs. If an NPC is a stone wall that stands fine on its own, then what purpose does talking to a wall serve?

If an NPC has a need that the characters can't provide for them, they could be linked to another NPC who can. This still points players in the right direction towards eventually accomplishing their own goals. A need is a signal to action, even if that action is "go find someone else."

Not all NPCs need excruciating wants, either! A librarian can be effective enough by wanting to help the characters find an old book. Players likely process this librarian as an immediately available means for them to utilize toward their own characters' ends.

Who They Are Right Now

No doubt, a supernatural NPC who has been around since the prehistoric ages has a long and colorful history involving a plethora of people and places that are irrelevant to the campaign. It might be a fascinating story on its own, but it's too dense for the fragile bubble of a shared imagination and can pop it before long.

With these supernatural NPC personality traits, bonds to other people in the campaign, and current disposition ARE all very relevant. Who they are right now provides you with direction for how to roleplay as them and how they interact with the other players' characters. These details can be painted by their long and winding history, but the details don't always need to be fleshed out or surfaced to the players. The NPC burning their tongue drinking coffee that morning and is still upset about it provides plenty of utility towards how to play as and engage with this character.

Why Are They Here?

The context of the NPC placed in any given scene is what grounds the character to the world, even if it's as simple as "That's a student who goes here." It shines a light on all the other elements of the NPC, the character's status, on-hand resources, and disposition while providing the time and active events in their current location.

The context of why the NPC is in the scene spreads more paint on the character of the NPC rather than the other way around. A businessman visiting an internet café to purchase it says more about the businessman's petty nature and control needs than it does about the Internet café.

It also helps to keep the players on the same page. Like the above example, the NPC doesn't need to always fit naturally into a scene; if the student was found in a warehouse at night instead of at school during the day, then players can glean several key clues about the context of the situation and maintain the same tone or mental image with each other.

Show, Don't Tell

The idea of boiling down NPCs to their essentials was derived from the adage "Show, don't tell." Games are built on interaction, and an NPC is going to have more impact on a game through the things they do and say rather than telling the other players information about them. You can say a character is clever from years of pickpocketing since they were little, but having the NPC outsmart the players' characters is a lot more effective at getting the point across.

To that end, it becomes easier to show rather than tell when you have less you need to tell yourself about the character. Putting more focus on the character's utility allows you to avoid the small talk, getting your point across quicker and more clearly. It also allows you to be more dynamic with your NPCs and change their smaller details to accommodate the parts of the game the other players are most interested in.

Adding more details later becomes a crucial part of running any NPC, especially characters originally meant to serve one purpose like a bartender or a funny little regular patron of the Rangers' home base. Players are drawn to characters that are easy to understand and play with, leading to a desire to engage with them more often. Suddenly, that nameless NPC whom you scribbled a single note about their silly voice is getting more attention than the time-traveling Ranger you wrote a novella for, and you'll be asked about their backstory, any tasks they need completed, and if the heroes can take them along on the next mission.

Showing As Needed

This isn't to say to only make simple, non-complex NPCs. Though in many Power Rangers series where the characters appear to be one note or flat and stay that way, several characters have had their stories slowly develop and twist into reasonably elaborate narratives over the course of their run. Zeltrax started as a cold knight henchman that went toe to toe with Tommy Oliver at every opportunity, but his connection to Dr. Oliver and Mesogog was brought to light later down the line after his character was already established.

Again, how you dole out the character's whole deal is more important than what you dole out. There is a very good chance that the other players won't learn all the secrets about your NPCs, and neither playing coy with the character's details nor laying their entire life's memoirs bare fixes this issue. Start with the character's bare essentials and then assess which details contain critical information that the Rangers need. For example, the sleepy detective has collected evidence from the crime scene and is looking for witnesses. Why he's so sleepy may never come up, but there's a better chance of it happening if the players actively seek him out to see his evidence and enjoy playing in scenes where he frequently drifts off.

Reinforcing The Story

Creating an NPC for any given scene can be quick and easy once you get the hang of it. The trick to

long-lasting, engaging NPCs, however, is to find a way to tie them into the larger story. It doesn't have to be a significant role, but characters that reflect a major theme of the game or lead into a revelation in a future session are often more appreciated than one-off appearances.

Even if an NPC started as a one-off character, utilizing them in a callback can further ground them in the world and delight the other players as if remembering an old friend. For example, if the Rangers once saved the mascot of a football team, they might later come across another NPC who was once saved by that same mascot when they were a child running onto the field. The Rangers might even be saved by the mascot themself returning the favor!

Foreshadowing is another powerful tool you can employ with your NPCs. A small rescue mission might have seemed irrelevant at the time, but then a Ranger catches the eyes of the big bad watching them from the shadows and then disappearing in an instant. The small rescue mission itself might be a miniature or practice run of the combat sequence that the characters suddenly find themselves reliving when their mentor is kidnapped. There's nothing quite like the sudden realization that hits the players that their solution from many sessions ago is the solution they need now.

Facing The Foil

Across the Ranger experience and the Alter Ego, the NPCs that reflect the other players' characters are the ones that provide the biggest and often most memorable challenges they'll ever have to face. This is the role of the foil, a character whose ultimate purpose in the game is to relate to another character and cause them to reckon with who they are.

A foil NPC can be anyone, whether they're related to the players character (i.e., their parent, sibling, or classmate) or someone completely separated. The idea is that the foil carries a similar experience to the player character, is impacted by the same event, or bares an identical attitude or set of traits to the player character. However, the way the foil NPC responded to their experience is either heightened to a logical extreme or bares a key, contrasting difference to the player character's experience. Foils are inherent sources of tension for the other players' characters by simply existing and being an active presence in their lives.

Good foils come out of careful observation of the characters' actions. It's crucial to key into their usual methods of overcoming obstacles, any vices they fall back on, and the demeanor their players use for them. The notes that come up most frequently are prime candidates for shining a light on the characters' foils and provide the clearest signal for their players to understand and play into. Alternatively, if a player brings up that they're interested in exploring a specific part of their character's background during your Session 0, a foil to that aspect of their character is a great way to fold their background into the plot of the game at large.

Learning Something New

Thematic foils are a great opportunity to allow the other players to develop their characters. Seeing a character embody everything their character detests like a mirror world clone can reinforce their character's values and provide a huge payoff when their character finally foils their foil. Or conversely, being able to see another character say out loud the things that their character has been thinking, or watching as the foil acts like their character acts in

front of other people are very powerful looks in the mirror that they can have their character rise above and grow past the foil.

For example, the brainy Ranger could have a foil in the form of a new classmate who is smarter than them in everything academia. This classmate is receiving all the accolades that the Ranger used to receive, and even starts to appear in the same hangouts getting all the attention from the Ranger's friends. The key difference between the brainy Ranger and this foil is that the Ranger studies and works hard to be smart, whereas the foil cheats and gets all their answers to everything from a secret computer assistant!

The foil can be a looming presence in and out of the suit, too. A Dark Ranger who received their powers at the same time as the players' characters could have decided to use their energy for their own personal gain instead of for the safety of the people living in a college town. This is a recurring villain for the characters, and worse still, they know the Alter Egos of the other Rangers because they take the same classes. If either party reveals the other on campus, it could compromise everyone's goals. The Rangers need to come to terms with the consequences of having this power and either show the Dark Ranger the error of their ways, realize that the Dark Ranger has been using them for the right reasons, or a third solution neither party has considered before.

The Little Details

It might not always be enough to show or tell that an NPC is a foil to one or more of the other players' characters thematically. A combination of familiar quirks and visual contrast usually reinforces what's going on with the other players. If a character is always described as scratching their chin, mumbling "think, think, think" while they decide on their course of action, their foil can frustratedly scratch their head and shout "c'mon, c'mon, c'mon" in similar situations. Or if a player describes their character as sharply dressed with square glasses, their foil might be a fashion disaster, with round, smudged glasses. The trick is calling to attention the same aspects that the other players usually bring up or notice.

However, you need to be careful and respectful! A foil can easily slip from being an insightful introspection of a player's character into becoming an excuse for making fun of a player's Ranger. Teasing their character a little bit can be fun if it's infrequent and all players are okay with it, but repeatedly preying on something a player is putting time and effort into enjoying can discourage them from playing in the future.

One NPC Short, Two Many NPCs

You can be one of the world's greatest NPC makers and still manage to lose the attention of the other players. A game can be overburdened by having lots of distinct characters in it, forcing the players to juggle too many pieces of information in addition to their own characters. Conversely, a game can feel empty or one-dimensional when using the same three NPCs over and over.

There isn't a hard and fast rule for the optimal number of NPCs your game should have. It might be more useful to evaluate your needs on a scene-by-scene basis. If the characters are in a new location or dealing with brand new obstacles, new characters can reinforce these differences and create a sense of excitement in not knowing what to expect. If the characters are at their home base or revisiting a location, reusing familiar NPCs allows you to show how much time has passed and provides a sense of continuity.

You can also look at the types of NPC you've used throughout the game. If a character already fills a particular archetype like a grumpy informant or a fashion queen, introducing a second NPC with that archetype can get confusing, especially when used in a similar capacity. Having more than one of the same type of NPC could be an interesting piece of world-building, especially if they know each other.

If this is your first time running a game, it can be helpful to start with a small-scale campaign involving 4–5 NPCs after the other players' characters. If the stakes are low and the threat is contained to a school or small town, then the low number of characters won't feel nearly as constrained or empty.

Even if you've run multiple games before, observe how much information your players retain and add in more NPCs as you feel comfortable juggling. If they start struggling to keep up with the plot and its individual pieces, pull it back and focus on the characters that they already grasp.

Mundane NPCs as Threats

Oftentimes, you won't need full Threat Blocks for NPCs the same way you would with a monster of the week or the campaign's villain. Usually, you only need to have a quick idea of the character's defenses, particularly their Cleverness to resist being tricked and their Willpower to resist being persuaded. Each NPC usually has a few Skills, often what they need to serve the scene or oppose the Ranger characters.

Sometimes you need more than that, and the Threats starting on page 104 cover common mundane characters who crop up in play. These are starting points – for instance, the Bully might fit seamlessly into a high school game but may need some adjustments to be a headstrong manager who bullies anyone in their way in a corporate workplace.

Hitting Close to Home

As these threats take place in a world very similar to our own, keep in mind that some of the enemy abilities may hit close to home for some players. When talking to your players during your Session 0, make sure to discuss mundane issues in addition to supernatural ones.

Challenging the Team

Creating challenges for your Ranger team can be... well, challenging! A good challenge tugs at what the characters care about, tests them to think creatively, and makes them feel accomplished when they've overcome it. While all characters go through personal arcs, it's a good idea to present mundane challenges to the team as a whole. It can unite them as a group of human beings, in addition to uniting them as Rangers.

When building a challenge like this, look at your characters' narrative ties, Origins, and Influences. Try to draw connections and similarities between them. Several characters might work at the same store, go to the same high school or college, or maybe multiple Rangers are creative types. Once you have found those commonalities, you can target them: the store they work at is going under, the school faces a threat to one of its best programs, or an art thief is at large in town. When multiple characters are affected by a threat, the rest of the team is more inclined to solve the problem.

Attacking Home Base

The best way to unite a team is to take the fight straight to their home. And your characters' home base is just that – home. While it has its drawbacks and security flaws, it is typically a safe space for Rangers to relax and unwind. An enemy threatening that base is a breach of that safety. It's best to reserve these kinds of challenges for major, climactic story arcs. Once an enemy attacks the team's home base, it becomes much more personal for the Rangers.

FIND A REASON

Give your enemy a compelling reason to charge directly at the Rangers' home base. The Rangers don't just storm their enemy's base for a number of reasons: they don't know the location, the enemy is too powerful, they don't have a plan, or they fear retaliation. These are often true of the enemy as well! Your enemy needs a tactical reason for making such a risky move. Maybe the Rangers have gotten their hands on a piece of tech that the enemy desperately needs, or the enemy themselves have acquired a weapon so powerful that they're confident they'll win.

DROP HINTS EARLY

If you're planning on threatening a base, you'll want to telegraph that as a possibility sooner rather than later. This goes double if the enemy has acquired something that circumvents a base's feature. If a base has the hidden feature for example, the enemy must discover the location of that base. Even if the Rangers don't know about it, the players definitely should to increase dramatic tension in the story.

USE DRAWBACKS AND FEATURES

During base creation, you and your players chose drawbacks for your home base. These flaws are useful avenues by which an enemy might launch their attack. Consider a base like Hayley's Cyberspace Café, which has shared as one of its drawbacks. If the enemies have discovered the location, they know when the Rangers often hang out there, making it easy for those enemies to launch an attack when the café is unattended. While the Rangers are out on a mission, they get a call that the café is under attack. Now they must

face a difficult decision: continue their pursuit or turn back and defend the café?

Similarly, give your players an opportunity to take advantage of the base's features. If a base is **mobile**, consider a scene in which the players are the quarry in a high-speed chase across town. If it's **connected**, consider allowing the characters to call in backup.

PLAY UP CHOICE

Threatening a base is a fantastic way to challenge players to consider what is most important to them. A home base is full of things the with which characters have relationships: sentimental decorations, useful equipment, and possibly even dear NPCs. When a base is under attack, what do they rush to save first?

NOT ALWAYS FIREPOWER

An enemy doesn't always attack a base in the most direct way. Most often, they do so covertly, using tactics you can't fight with Morphin Grid powers. Sometimes threats to your base don't come from your enemies at all! Here are a few suggestions for ways to threaten a base that don't end in combat:

- Your enemy dons a human disguise to keep tabs on you at your home base. Maybe they come as an authority figure, such as a teacher at your school or supervisor at your job.
- Your base suffers a cyberattack from enemy forces, which requires you to work together to flush out the virus before it ruins equipment or steals data.
- The owner or proprietor of your base can no longer afford to keep it running; you must put on the best talent show this town has ever seen to raise the funds.

Encouraging Teamwork

The Power Rangers are all about standing together as a team, and the challenges they face should challenge them to work as one. When building out a challenge of any kind for your players, consider the potential solutions they may come up with, and what kinds of powers and skills they'll use. If solutions commonly only require one person or one die roll, then the challenge might not be formidable enough.

Look at your characters' strengths and weaknesses, then offer challenges that require playing into those. If you have a tech-minded Blue Ranger and martially-adept Green Ranger on your team, throw a challenge at them that plays into those skills. Maybe operating the new robot they discovered requires the brains to hack into and rewrite the program and the brawn to pilot it from the inside. An artsy Yellow Ranger must distract the crowd at a rally with her guitar performance while the headstrong Red Ranger confronts the corrupt politician before he makes his anti-ranger speech. Playing into your rangers' strengths helps set them up to all take a piece of the spotlight and share it around.

Downtime for GMs

Between the action-packed battles against the intergalactic forces of evil, there are moments of downtime that allow Rangers to focus on their lives beneath the helmet. Downtime represents those periods of time when Rangers have a chance to recover, recharge, and explore their alter ego's personal lives. This functions similarly to the time between episodes in the Power Rangers television show. There are certain events, developments, and activities that ultimately the group decides they would rather have occurred off-screen rather than use roleplay to act out the scene. Preferences on what activities happen during downtime and what activities happen during the session vary from group to group! This section is designed to assist the GM in determining the needs of their group and how to best use downtime in your game!

When establishing a period of downtime between sessions or even seasons, the first question that the GM and players could address is what goals each of the player characters has for downtime. Do the Rangers have a certain goal regarding character advancement that they would like to achieve? Or would they like their character to learn more about the world and the people in it? Another question that GMs and players could start with is determining how long they want the downtime period to last. Do the players pick up the action the next day in a game, allowing for certain preparations to happen overnight? Or has the group reached a natural end of a campaign arc and wants to fast forward a few years to see what has become of their Rangers?

This section enhances the downtime activities in Chapter 1 for Game Masters, giving additional context and guidance on how to make downtime interesting and effective in your games. Consider asking the following questions when determining what Downtime Activities the Rangers would like to engage in.

- Is a Ranger looking to reach a milestone for a personal goal regarding their character's impact on the game world? If so, consider the Accomplish Downtime Activity.
- Rangers might spend downtime deepening relationships or resolving conflict with their friends, family, and allies. This would be considered using the Accomplish Downtime Activity.
- Some Rangers might spend their downtime investigating ongoing storylines or side quests. Use the Investigate Downtime Activity for this line of inquiry.
- A Ranger might spend their downtime improving their equipment or Zords. Use the Create Downtime Activity to facilitate these behind-the-scenes improvements.
- In the course of their adventures, a Ranger may need to obtain a certain object to move their adventures forward. The Acquire Downtime Activity can be used if the Rangers decide that this is an activity that they would rather perform off-screen.
- Sometimes, following a loss, a Ranger would like to improve their skills and capabilities to best face the forces of evil again. The Learn Downtime Activity could be used to facilitate this character growth.
- Even when the Rangers win against the intergalactic forces of evil, their victory comes with a heavy cost. Use the Recovery Downtime Activity for Rangers who need to heal after a hard fight.
- A Ranger may find during their adventures that they would like to earn extra income for day-to-day expenses, deal with mundane threats like a Landlord's rent increase, or make connections with NPCs. The Work Downtime Activity helps Rangers meet these goals.

Finally, the GM and the players must decide if they would like to handle downtime activities at the game table or in between sessions. Downtime activities can make for an entertaining main focus for a game session, especially if all the players at the table are excited about their Rangers engaging in Downtime Activities. Likewise, if only some of the players in the group are interested in engaging in Downtime Activities (or if they can be resolved quickly), then consider running downtime between game sessions. Downtime sessions can also be useful when you're running low on spoons or don't have as much time to prepare as you'd like but still want to meet with your players to advance the story.

Downtime Activity: Accomplish

During downtime, Rangers can focus on their values, desires, and personal growth, allowing them to accomplish a personal goal. Examples include developing relationships with other Rangers or NPCs, finishing a personal project such as painting, hiking on a challenging trail, or studying for an exam.

Identify a Goal: Whether it's developing a hobby or pursuing a romantic relationship, Rangers engaged in the Accomplish Downtime Activity must identify their specific goal. Rangers discuss with their GM and pick whether accomplishing the goal is best represented as an Influence Perk (see Chapter 5 of the ***Power Rangers Roleplaying Game Core Rulebook***) or as a relationship with an NPC.

What's Being Gained: As discussed with the GM, the Ranger gains the benefit of the Influence Perk, or they have deepened their relationship with an NPC. Rangers who choose to develop a relationship with an NPC add a Story Point to the Ranger pool. In addition, Ranger may also call on the NPC during a non-combat scenario during an adventure to provide one piece of useful information to the Ranger.

Roll the Associated Skill Test: Rangers and the GM discuss the appropriate Skill Test for the task at hand. If the Ranger passes a **DIF 12 Skill Test**, then congratulations! The Ranger gains the benefit of the Accomplishment without any penalty. Depending on the nature of the Accomplishment, you can modify the DIF as needed.

What's Being Risked: Failure can be its own reward, even though it can be harsh. Rangers who fail the downtime Skill Test still Accomplish their goal or develop the relationship with the NPC but perhaps not as they intended. If the Ranger fails the downtime Skill Test, they suffer d2 points of damage to their Social Essence and gain a Hang-Up. This Essence Score damage is not permanent and can be healed as normal.

Downtime Activity: Acquire

During the course of their adventures, Rangers may want to acquire a specific item that is not readily accessible during the course of normal gameplay.

Examples include obtaining a unique object, finding a Ranger artifact, or gaining specific equipment.

Identify the Object: When acquiring an object during downtime, players work with their GM to identify the exact object their characters seek to acquire. The mechanical in-game benefits of this object should be established clearly if it has any.

What's Being Gained: Once the specifics of the object have been established, the Ranger acquires it! There may be additional benefits to acquiring the object as determined by the GM, such as prestige, recognition, or influence with existing NPCs – or new ones! Additionally, the object may be a key to unlocking hidden knowledge leading to new adventures for the Rangers to explore.

Roll the Associated Skill Test: Rangers and the GM discuss the appropriate Skill Test for the task at hand. If the Ranger passes a **DIF 12 Skill Test**, then congratulations! The Ranger gains the object they attempted to Acquire without any penalty. Depending on the nature of the Accomplishment, you can modify the DIF as needed.

What's Being Risked: While the pursuit of acquiring an object can bring about benefits to a Ranger and their team, such items can come with unwanted attention. Rangers who fail the downtime Skill Test still Acquire the object but gain unwanted attention from an NPC. If the Ranger fails the downtime Skill Test, they suffer d2 points of damage to their Smarts Essence and the GM introduces a new antagonistic NPC that is especially interested in the object and knows that the Ranger has acquired it. This Essence damage is not permanent and can be healed as normal.

Downtime Activity: Create

During downtime, Rangers can engage in the process of crafting, inventing, upgrading, or constructing something of significance to assist in their fight against the forces of evil or to satisfy their own personal goal. Unlike Accomplish, the Create Downtime Activity allows Rangers to end up with an object of their own making at the end of the downtime period.

Identify the Object: At the start of this downtime activity, players collaborate with the GM to identify the object their characters aim to create. Some objects can be covered by the Weapon Upgrade rules on pg. 114 of the ***Power Rangers Roleplaying Game Core Rulebook***. Inventions or projects that fall outside those rules must be clearly defined between the player and the GM, especially if they are intended to have a mechanical benefit.

What's Being Gained: If the weapon or upgrade can be covered by the upgrade rules, then reduce the number of days needed for the Command Center to complete the upgrade by the duration of the downtime. If the object has no in-game mechanical benefit, then the Ranger invents or creates the object automatically! Creations that do provide a mechanical benefit but are not covered by the upgrade rules are at the discretion of the GM.

Roll the Associated Skill Test: Rangers and the GM discuss the appropriate Skill Test for the task at hand. If the object is covered by the upgrade rules, use Table 8-2 to determine the type of upgrade and the associated DIF for the Skill Test. GMs are encouraged to use this table to determine the DIF Skill Test for any object that Rangers wishes to create that provides a mechanical benefit but is not covered by the Upgrade rules. Creations that offer no mechanical benefit require a **DIF 12 Skill Test** to successfully complete.

What's Being Risked: While creating an object is rewarding, sometimes it requires going "back to the drawing board" to get it right. If the associated Skill Test fails, then the Ranger isn't able to create the object. However, they gain ↑1 to be used the next time they attempt to create an object. This Upshift grows each time this downtime activity is attempted and failed for the creation of the same object, and the Ranger enjoys specialization with this roll if they don't already have it!

Downtime Activity: Investigate

Investigating during downtime allows Rangers to gather information and explore Angel Grove (or their local setting) to either provide valuable clues in their fight against evil or allow their alter egos to get to know their surroundings better.

Identify the Investigation: Is the Ranger looking to uncover vital information to shed light on the plans and schemes of the forces of evil? Or are they seeking a more mundane activity, such as more information about the new roller rink? The more specific the details that the player and the GM can work out, the clearer the information gained!

What's Being Gained: If the Ranger is looking to investigate the ongoing schemes of the forces of evil, the GM has a few options at their disposal. They can provide a clue as to the next plan that the antagonist is scheming (such as a new weapon or creature), identify a weakness or Hang-Up that the current villain has that the Rangers have not yet identified, or the Rangers can learn about a weapon or source of power to help them in their fight against evil. If the Rangers are looking into investigating the mundane day-to-day life in Angel Grove, then they can learn up to three facts about their community. These facts can range from the new hangout hot spot to learning a non-incriminating secret about an NPC (such as their secret love of a certain cartoon, or a childhood nickname they no longer have). These details should be worked out between the player and the GM!

What's Being Risked: Investigating does not require a Skill Test, nor does it carry any penalties. Rangers are proficient enough in their abilities to learn a clue about the plans of the enemy or a few mundane facts without carrying the risk of failure. After all, they were chosen by the Morphin Grid! If you want to include a Skill Test, consider using the pass or fail to be related to additional details so that if the hero fails, they have a reason to continue their investigation during future sessions rather than hitting a dead end. Success or failure can also attract the attention of others and is an excellent way to introduce new NPCs, such as a foil working on the same case or a villain's lieutenant who wants to know who's asking the questions.

Downtime Activities: Learn, Recover, and Work

The Downtime Activities of Learn, Recover, and Work are all activities that Rangers can engage in to improve their situation that does not require a Skill Test. Instead, these are opportunities for Rangers and GMs to embellish these off-screen activities with details that are often left unmentioned. If you are considering engaging in these as Downtime Activities, consider including them in an active downtime-focused gameplay session so that Rangers can engage with each other and other NPCs in the world!

Learn: As Rangers increase in power, they are imbued with the forces of the Morphin Grid to help them in their fight against evil. These imbuements often take the form of Grid Powers or Perk. Use the

Learn Downtime Activity to describe how Rangers gain and hone these abilities. GMs may include this Downtime Activity as a requirement before Rangers can enjoy the benefit of the Grid Power or Perk. Also, keep in mind who the Ranger is learning from as an opportunity for a new NPC.

Recover: Damage and Defeat in the ***Power Rangers Roleplaying Game*** always have the option of being temporary. In some cases, even death can be reversed by the powers of the Morphin Grid! Players and GMs can work together to establish the narrative of how a Ranger heals all damage and restores one Essence Point after a six-hour rest. Perhaps the healing takes several days if the Ranger encountered a near-death situation, or died momentarily but has been stabilized. Note that persisting conditions, such as poison, can be recovered by following a **DIF 15 Brawn Skill Test** after 18 hours of sleep.

Work: Some Rangers work to keep up their standard of living, whereas Rangers who are financially supported can take on extra work to earn income for themselves beyond their financial condition. Rangers who take up extra work can spend downtime engaged in labor, internships, performances, or any other work that players and GMs come up with. This income from this extra work can be represented as a one-time +5 bonus or Edge on their next to a Wealth Test, or a permanent ↑1 on their Wealth Tests.

Anti-Ranger Politician

To many public-facing figures in government, a vigilante force of masked crime fighters poses a danger to their own power. But in their speeches and proposed bills they'll spin it as a "danger to the public good." They'll take anything the Rangers do and find a way to spin it into a public crisis. A politician can take any blunder, like collateral damage or a botched mission, and use it as a weapon against you in the arena of public opinion.

The threat of a politician comes from the problems they can incite. They won't resort to violence themselves, but their perfectly chosen rhetoric was designed to inspire their base to action while giving them plausible deniability.

THREAT LEVEL: 1

SIZE: Common **HEALTH:** 1
MOVEMENT: 30ft Ground

STRENGTH: 1 **SPEED:** 1
SMARTS: 6 **SOCIAL:** 6

TOUGHNESS: 11 **EVASION:** 11
WILLPOWER: 16
CLEVERNESS: 16

SKILLS

- Culture (Politics) +d6*
- Deception +d6
- Persuasion +d6
- Languages: Two native languages

ATTACKS

Unarmed Combat (Might): +d2, Reach (1 Stun)

POWERS

Enacted (1/Story): The politician passes a law that fundamentally changes how the Rangers can legally operate, such as requiring them to register with the government, requiring them to cooperate with the government, or outlawing them entirely. For every public scene that the Rangers fail to comply, 1d4+1 government agents arrive to arrest them.

Spin Cycle (1/Scene, Standard): When a Ranger makes a mistake or fails a roll that could end in damage to the city, the politician uses it as fuel to stoke their anti-Ranger agenda. Until the end of the scene, the Ranger who made the roll suffers Snag on all Social Essence Skill Tests when speaking with civilians.

HANG-UP

Priorities: The politician knows their reputation is their greatest asset, and often do anything to save face, including changing their mind on public policy. If the politician is presented with a bribe or blackmail, they'll give in to most non-harmful demands. This requires a **DIF 20 Social Skill Test (for blackmail) or Wealth Test (for bribe)** to accomplish.

Bully

"If I ever come up with another plan that has anything to do with the Power Rangers, staple my mouth shut." —Farkas Bulkmeier

Bullies are the sovereigns of the schoolyard, or at least they think of themselves that way. Bullies use the threat of violence, insults, and their bad personalities to feel in control of most situations. This is to make up for the lack of power they feel at home or at the whims of the teachers at school.

Bullies often work in groups and are good at isolating their targets from their friends and making them feel small. Underhanded tactics, such as deception, pranks, and repeated nettling, are their core playbook for leading a target into their traps.

When push comes to shove, however, bullies ARE tough. They can tap into their raw muscle, imposing bulk, or tough skulls for more than simply looking mean. They need to stay on top of the pack by any means necessary, especially in an environment with multiple, competing bullies.

Bullies can be an unpredictable, self-driven force in most scenarios. At a school dance, they're the ones trying to set off the fire sprinklers without getting caught. At the arcade, they might pickpocket the top gamer so someone else can get all the high scores. A bully might even proclaim to be a Power Ranger to get attention and be forced to reckon with attention from one of Sledge's outlaws!

THREAT LEVEL: 1

SIZE: Common **HEALTH:** 2
MOVEMENT: 30ft Ground

STRENGTH: 3 **SPEED:** 1
SMARTS: 1 **SOCIAL:** 4

TOUGHNESS: 13 **EVASION:** 11
WILLPOWER: 11 **CLEVERNESS:** 14

SKILLS

- Alertness +d2
- Brawn +d2
- Deception +d2
- Initiative +d2
- Intimidation +d4
- Might +d4
- Streetwise +d2
- Languages: One native language

PERKS

Big Mouth, Bigger Fists: Intimidation is a Social Essence Skill for a Bully.

Imposing: The Bully gains Edge on Intimidation Skill Tests against targets more than 30ft away from any of their allies.

Power In Numbers: The Bully gains Edge on Intimidation and Might Skill Tests against a character if at least one of the Bully's allies is within 5 ft. of the target.

ATTACKS

Shove (Might): +d4* (Toughness, Prone)
Unarmed Combat (Might): +d4* (Toughness, 1 Stun)
Alternate Effect: 1 Blunt damage (↓1)

HANG-UP

Weak Without Numbers: If the Bully and their allies are outnumbered by any enemies within 30ft of the Bully, the Bully suffers Snag on all Skill Tests.

Callous Businesspeople

Corrupt businesspeople utilize their wealth and influence to exploit financial institutions and governments for their own personal gain. These unscrupulous individuals hold positions of power and authority and can severely harm the lives of the communities they target. Rangers can defeat these villains by uncovering financial fraud or exposing unethical practices but may find themselves targeted in retaliation! But be warned, if the Callous Business person should think they are tangling with a Power Ranger, they often expend incredible resources to discover that Ranger's identity—after all, the forces of evil are always hiring!

THREAT LEVEL: 4

SIZE: Common **HEALTH:** 1
MOVEMENT: 30ft Ground

STRENGTH: 2 **SPEED:** 2
SMARTS: 4 **SOCIAL:** 6

TOUGHNESS: 12 **EVASION:** 12
WILLPOWER: 14 **CLEVERNESS:** 16

SKILLS

- Alertness +d4
- Culture + d4
- Deception +d4
- Infiltration +d4
- Intimidation +d8
- Performance +d2
- Persuasion +d4
- Streetwise +d2
- Languages: Fluent in all the native languages of the Rangers hometown

PERKS

It's Not What You Know: Callous Businesspeople are never encountered on their own. Whenever they meet with Rangers, they are always accompanied by 3d2 Lawless Figures (treat these NPCs as Private Security) and 1d2 Con Artists.

People in the Right Places: Callous Businesspeople seem to always know exactly the right people or the wrong people! They gain ↑2 on Intimidation Skill Tests against people who aren't above them in their organization.

The Price of Doing Business: Callous Businesspeople have little interest in taking the lives of or hurting Rangers if it can be avoided. Instead, all their attacks are directed at the Rangers' Story Points. This represents an erosion of trust within the community and between members of the Ranger team as the Callous Businessperson exploits them for their own personal gain.

ATTACKS

Bribing Officials (Infiltration): +d4, Range 20ft/60ft (Adds 1 Story Point to the GMs Story Point Pool)

Legal Loopholes (Deception): +d4, Range 20ft/60ft (Removes 1 Story Point from the player's team Story Point Pool)

POWERS

Damage Reputation (1/scene, Intimidation): A Callous Businessperson only needs a phone call to damage a character's good name. If the attack is successful against the Ranger, remove 2 Story Points from the player's team Story Point Pool.

GEAR

Other: Company phone, personal phone, company laptop

HANG-UP

I'll Do Anything: As financially motivated as Callous Businesspeople are, they aren't dedicated enough to risk their lives! Anytime a Callous Businessperson is attacked or is damaged, and they have less than 2d2 companions in the scene, they immediately surrender, permanently reducing their Social by 1. Completely remove them from the story when their Social reaches 0.

Con Artist

Con artists and grifters excel in deception and manipulation, using their charm and wit to exploit their target's naivety, gullible nature, or greed. They typically target the unaware or those in a position of weakness, draining resources for their own benefit. Con Artists may operate illegal schemes or barely legal ones. Payday loan operators, unscrupulous pawn store owners, and corrupt politicians are all examples of Con Artists who practice their deception just within the boundaries of the law. Unlike Lawless Figures, Con Artists rarely resort to violence—after all, there isn't much point to stealing money if you aren't around to enjoy it! Con Artists can be a formidable foe to Rangers since they rarely do anything that warrants arrest, which means they can be a thorn in a Ranger's side. And if a Con Artist was to find a Ranger's true identity, they would certainly leverage that secret for all they could get!

THREAT LEVEL: 2

SIZE: Common **HEALTH:** 2
MOVEMENT: 30ft Ground

STRENGTH: 2 **SPEED:** 3
SMARTS: 2 **SOCIAL:** 3

TOUGHNESS: 12 **EVASION:** 13
WILLPOWER: 12 **CLEVERNESS:** 13

SKILLS

- Alertness +d4
- Conditioning +1
- Deception +d4
- Infiltration +d2
- Intimidation +d2
- Might +d2
- Persuasion +d4
- Streetwise +d2
- Targeting +d6
- Languages: Fluent in all the native languages of the Rangers hometown

PERKS

Career Criminal: Con Artists gain ↑1 dice when using the following Skills: Intimidation, Deception, Streetwise, and Infiltration.

Meet my Associates: Con Artists are rarely, if ever, encountered alone. Whenever they meet with Rangers, they are always accompanied by 1d2 Lawless Figures. If they pass a **DIF 12 Streetwise Skill Test**, they are also accompanied by 1 Corrupt Authority.

ATTACKS

Handgun (Targeting): +d6, Range 20ft/60ft (1 Sharp damage)
Hands: 1
Unarmed Combat (Might): +d2, Reach (1 Stun)
Alternate Effects: 1 Blunt damage (↓1), Maneuver (↓1)

GEAR

Weapons: Handgun

HANG-UP

Cowards: As career criminals, there is very little that a Con Artist would sacrifice their life for. Anytime a Con Artist is damaged, they must pass a DIF 12 Intimidation Skill Test. If they fail, they immediately flee, Defeated. They automatically fail this Skill Test if they are reduced to 1 Health.

Corrupt Authority

Corrupt Authorities use their positions as trusted servants of the peace, whether as police, soldiers, mercenaries, hired security, and other positions to further their own illicit agendas. Rangers encounter Corrupt Authority whenever they find themselves navigating a system where trust in law enforcement is eroded. Corrupt authority figures may engage in illegal activities, cover up crimes, or even actively target the alter egos of the Power Rangers. In addition, Corrupt Authority work tirelessly if they think they can use their position of power to uncover a Ranger's secret identity. After all, what could be better than blackmailing a Power Ranger?

THREAT LEVEL: 3

SIZE: Common **HEALTH:** 2
MOVEMENT: 30ft Ground

STRENGTH: 3 **SPEED:** 4
SMARTS: 2 SOCIAL: 3

TOUGHNESS: 14 (1 deflective armor)
EVASION: 14
WILLPOWER: 12 **CLEVERNESS:** 13

SKILLS

- Alertness +d4
- Conditioning +1
- Deception +d6
- Infiltration +d4
- Intimidation +d4
- Might +d2
- Streetwise +d4
- Targeting +d6
- Languages: Fluent in all the native languages of the Rangers hometown

PERKS

Above the Law: Corrupt Authority ignore the law whenever it is convenient for them. They gain Edge on all skill tests whenever they intentionally misinterpret the law for their own advantage. However, they take a Snag on any Skill Test made in the presence of a Public Servant (see Fraternal Order Power below).

Career Criminal: Corrupt Authority gain ↑1 on the following Skills when interacting with the public: Intimidation, Deception, Streetwise, and Infiltration.

ATTACKS

Handgun (Targeting): +d6, Range 20ft/60ft (1 Sharp damage)
Hands: 1

Unarmed Combat (Might): +d2, Reach (1 Stun)
Alternate Effects: 1 Blunt damage (↓1), Maneuver (↓1)

POWERS

Fraternal Order (1/scene, Move): A Corrupt Authority can use their handheld radio to call into the nearest base or station and call for backup. This requires them to attempt a **DIF 14 Deception Skill Test**. If successful, the Corrupt Authority summons 2d2 additional Corrupt Authorities in 3d6 minutes. If they fail, they instead summon 2d2 Public Servants. Public Servants use the same Threat block as Corrupt Authority, except they do not have the Above the Law or Career Criminal Perk and do their best to help those in need.

GEAR

Armor: Protective vest (+1 deflective to Toughness)

Weapons: Handgun

Other: Handheld radio

HANG-UP

Coward: As career criminals, there is very little that a Corrupt Authority would sacrifice their life for. Anytime a Corrupt Authority is damaged, they must pass a **DIF 12 Intimidation Skill Test**. If they fail, they immediately flee, Defeated. They automatically fail this Skill Test if they are reduced to 1 Health.

Cultist

Cultists tap into dark forces and possess unwavering devotion to their twisted beliefs. Cultists typically worship ancient artifacts left behind by the forces of evil, either by accident or with the intent to corrupt unwitting mortals, or villains themselves. Just encountering this ancient artifact or villain is enough to turn an innocent bystander into a Cultist. While not necessarily supernatural beings, Cultists can gain powers typically reserved for the intergalactic forces of evil due to their connection with these twisted artifacts. Cultists are especially dangerous as they seek to spread their ideology, often with dangerous consequences for those who resist. They must also navigate the twisted belief system of the cult once confronted, as their ideology can be especially demoralizing to those who resist it.

THREAT LEVEL: 3

SIZE: Common **HEALTH:** 2
MOVEMENT: 30ft Ground

STRENGTH: 3 **SPEED:** 3
SMARTS: 2 **SOCIAL:** 4

TOUGHNESS: 13 **EVASION:** 13
WILLPOWER: 12 **CLEVERNESS:** 14

SKILLS

- Alertness +d4
- Conditioning +1
- Deception +d4
- Initiative +d2
- Might +d4
- Persuasion +d4
- Targeting +d4
- Languages: Fluent in all the native languages of the Rangers hometown, plus an ancient dead language they speak to one another

PERKS

Ancient Artifact: The Cultist worships an ancient artifact that grants them additional powers not listed in this Threat block. The description given here is intentionally generic so GMs can customize the artifact to fit their own story.

- **Corrupted Gem:** Increase damage of Limited Sorcery by +1
- **Cursed Weapon:** Gain ↑1 on all Might Skill Tests, increase Conditioning by +1
- **Fallen Star:** +2 to Evasion and Toughness
- **Sealed Sarcophagus:** Add 2 Health and gain ↑1 on Initiative Skill Tests

Appears Normal: When not doing the work of their ancient artifact or villain, Cultists live normal, everyday lives. Attempts to learn that a Cultist is more than a normal person suffer Snag.

ATTACKS

Cult Dogmatic Screed (Persuasion): +d4, 30ft (1 Social Essence damage)
Hands: 0

Jagged Knife (Might): +d4, Reach (1 Sharp damage)
Hands: 1

Limited Sorcery (Targeting): +d4, Range 30ft/60ft (1 Energy damage and the target is Impaired until the start of the Cultist's next turn)
Alternate Effect: Target gains the Stunned Condition until the start of the Cultist's next turn
Hands: 2 (requires use of Devotional Book)

Unarmed Combat (Might): +d4, Reach (1 Stun)
Alternate Effects: 1 Blunt damage (↓1), Maneuver (↓1)
Hands: 0

POWERS

Never Alone (1/scene, Move): Calling on the powers granted to them by their ancient artifact, a Cultists can attempt to summon 2d2 fellow Cultists with a DIF 12 Persuasion Skill Test. If successful, the Cultists mysteriously appear from the shadows and roll Initiative in the next round of combat. These summoned cultists do not have this Power.

GEAR

Weapons: Jagged knife

Other: Devotional book

HANG-UPS

Head of the Snake: If the Ancient Artifact is destroyed, the cult formed around it immediately dissolves and all Cultists revert to innocent bystanders with little to no memory of what happened. Ancient Artifacts have a Toughness of 15 and 3 Health but may have complicated protection (such as can only be destroyed during an eclipse, thrown into a volcano, or the like).

Severed From Their Power: The Cultists fight until death so long as they are in contact with their ancient artifact. The Cultists sustain this contact through their Devotional Book — if they are deprived of it, the Cultist immediately flees.

Government Agent

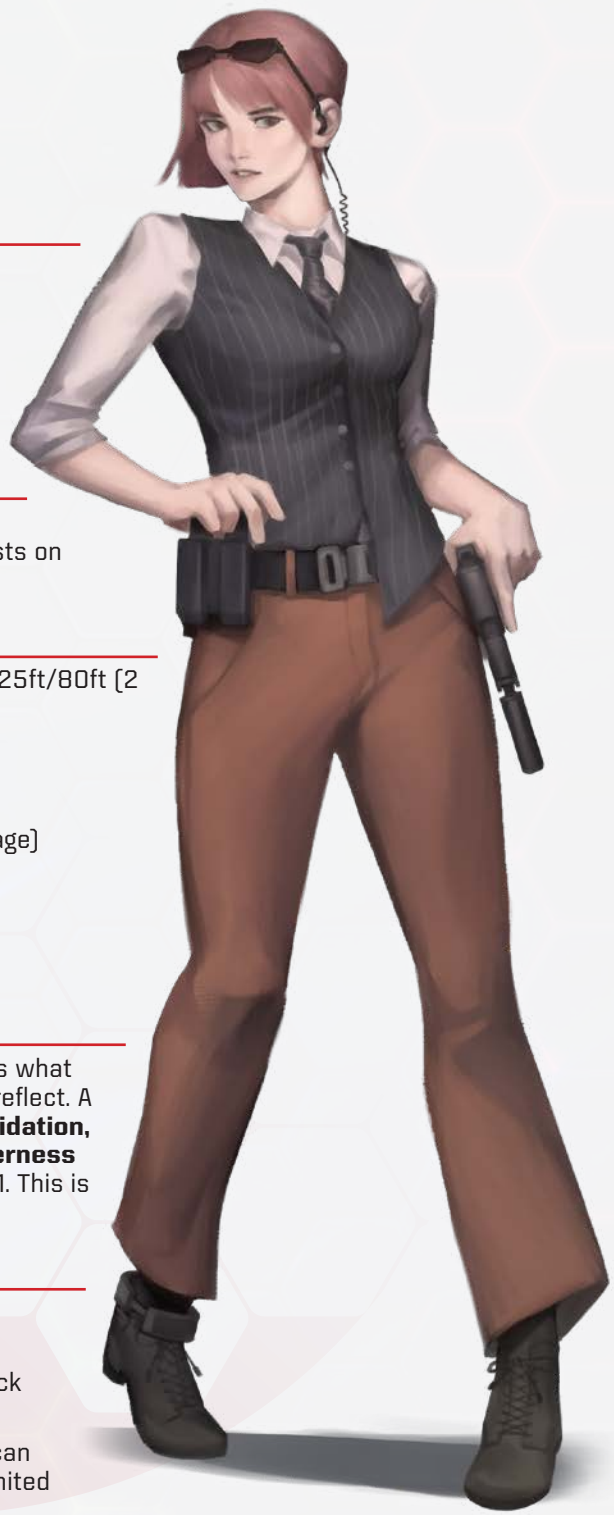
Working on behalf of the government, these agents are trained in both nonviolent intervention and use of force.

THREAT LEVEL: 5

SIZE: Common **HEALTH:** 5
MOVEMENT: 30ft Ground

STRENGTH: 3 **SPEED:** 4
SMARTS: 4 **SOCIAL:** 5

TOUGHNESS: 15 **EVASION:** 14
WILLPOWER: 14 **CLEVERNESS:** 15



SKILLS

- Alertness +d2
- Athletics +d2
- Culture +d4
- Deception +d4
- Infiltration +d2
- Initiative +d2
- Intimidation +d4
- Targeting +d4
- Technology +d2
- Persuasion +d6
- Languages: Local language plus 3 others

PERKS

Connected: A Government Agent automatically succeeds at Wealth Tests and can make Wealth Tests on another character's behalf.

ATTACKS

Bureau-Issued Handgun (Targeting): +d4, Range 25ft/80ft (2 Sharp damage)
Hands: 1
Upgrades: Deadly, Laser Sight
Traits: Ballistic

Stun Stick (Athletics): +d2, Reach (1 Electricity damage)
Alternate Effects: Intimidating
Hands: 1
Upgrades: Balanced grip
Traits: Computerized, element (electric), reload

POWERS

Talk Down (Standard): A Government Agent knows what to say to make even the hardest target pause and reflect. A Government Agent can attempt a **Deception, Intimidation, or Persuasion Skill Test against a target's Cleverness or Willpower**. On a success, the target takes Stun 1. This is a mind-affecting effect.

GEAR

Armor: Kevlar suit (Ballistic armor, +2 deflective to Toughness)

Weapons: Bureau-issued handgun (pistol), stun stick (energized close combat weapon)

Other: Bullhorn (doubles range Government Agent can be heard from), sunglasses, Limited Disguise Kit, Limited Diplomacy Kit

Lawless Figure

Lawless Figures engage in acts of brutality with little care for the law (and may be working with Corrupt Authorities), posing a direct threat to the safety of the Rangers alter egos and their communities. Muggers, pickpockets, and home invaders are all examples that Rangers may face either under the helmet or as their alter egos. Lawless Figures can also be found in legitimate places and positions, such as private security, neighborhood vigilantes, or even working within trusted institutions. Rangers may also confront these criminals while protecting innocent people, and sometimes at the risk of revealing their secret identities! After all, most people, let alone teenagers, can stop an armed mugger!

THREAT LEVEL: 2

SIZE: Common **HEALTH:** 2
MOVEMENT: 30ft Ground

STRENGTH: 3 **SPEED:** 3
SMARTS: 2 **SOCIAL:** 2

TOUGHNESS: 13 **EVASION:** 14
WILLPOWER: 12 **CLEVERNESS:** 12

SKILLS

- Alertness +d4
- Conditioning +1
- Deception +d2
- Infiltration +d2
- Intimidation +d2
- Might +d4
- Persuasion +d4
- Streetwise +d2
- Targeting +d6
- Languages: Fluent in all the native languages of the Rangers hometown

PERKS

Career Criminal: Lawless Figures gain ↑1 on the following Skills when interacting with the public: Intimidation, Deception, Streetwise, and Infiltration.

Shifty: Lawless Figures gain +1 to their Evasion, and on any turn where they do not move, they can Dodge as a Free action.

ATTACKS

Handgun (Targeting): +d6, Range 20ft/60ft (1 Sharp damage)
Hands: 1

Switchblade (Might): +d4, Reach (1 Sharp damage)
Hands: 1

Unarmed Combat (Might): +d4, Reach (1 Stun)
Alternate Effects: 1 Blunt damage (↓1), Maneuver (↓1)

GEAR

Weapons: Handgun, Switchblade

HANG-UP

Cowards: As career criminals, there is very little that a Lawless Figure would sacrifice their life for. Anytime a Lawless Figure is damaged, they must pass a **DIF 12 Intimidation Skill Test**. If they fail, they immediately flee, Defeated. They automatically fail this Skill Test if they are reduced to 1 Health.

Poacher

Poachers are driven by greed and a disregard for the natural world. These ruthless individuals care only for personal gain, exploiting endangered species and precious resources at any opportunity. Rangers can thwart their evil schemes by uncovering their operations, freeing captured animals, and disrupting the poachers' supply chains. However, they must take care as a well-connected poacher could extort a Ranger if they ever were to discover their secret identity.

THREAT LEVEL: 3

SIZE: Common **HEALTH:** 2
MOVEMENT: 30ft Ground

STRENGTH: 3 **SPEED:** 4
SMARTS: 2 **SOCIAL:** 3

TOUGHNESS: 14 (1 deflective armor) **EVASION:** 14
WILLPOWER: 12 **CLEVERNESS:** 13

SKILLS

- Animal Handling +d2
- Alertness +d4
- Conditioning +1
- Might +d4
- Persuasion +d4
- Targeting +d8
- Languages: Fluent in all the native languages of the Rangers hometown

PERKS

Pack Mentality: Poachers are almost never encountered alone, often traveling with 2d4 Lawless Figures (treat these NPCs as cronies or henchmen).

ATTACKS

Hunting Rifle (Targeting): +d8, Range 50ft/100ft (2 Sharp damage)
Hands: 2
Upgrades: Deadly

Unarmed Combat (Might): +d4, Reach (1 Stun)
Alternate Effects: 1 Blunt damage (↓1), Maneuver (↓1)
Hands: 0

POWERS

Aimed Shot (1/scene, Move): A Poacher is an expert marksman, and can make the perfect shot given time to aim. If they pass a DIF 12 Targeting Skill Test, they gain ↑2 on Targeting Skill Tests and act as if Specialized in their current weapon until the end of their turn.

GEAR

Armor: Protective vest (+1 deflective to Toughness)

Weapons: Hunting Rifle

HANG-UP

Thrill of the Hunt: The Poacher is only interested in one thing, taking down a wild animal in exchange for profit. Should the Rangers deny the poacher their quarry, such as luring the target away or otherwise securing it where the Poacher cannot reach it, the Poacher flees the Scene.

Teacher

A good teacher means well and hopes for the success of their students, but sometimes their job conflicts with a Ranger's interests, especially when their teacher doesn't know they're a Power Ranger! A teacher wants their students to come to class on time, behave, and do their schoolwork. They're well-equipped to dole out consequences that could impact a student who won't comply.

Unless a teacher has ulterior motives and is explicitly allied with an adversary (such as Principal Randall, see Chapter 5), they're likely not out to harass their students. But their job is to make sure that their students are learning, and that is a job they are very passionate about.

THREAT LEVEL: 3

SIZE: Common **HEALTH:** 2
MOVEMENT: 30ft Ground

STRENGTH: 2 **SPEED:** 2
SMARTS: 8 **SOCIAL:** 4

TOUGHNESS: 11 **EVASION:** 12
WILLPOWER: 15 **CLEVERNESS:** 14

SKILLS

- Two Smarts Skills of the GM's choice +d6
- Alertness +d4
- Intimidation +d4
- Languages: Two native languages

PERKS

You Know Better: A teacher has Edge on Intimidation and all Social Skill Tests against their past and current students.

ATTACKS

Unarmed Combat (Might): Snag, Reach (1 Stun)

POWERS

Confiscated (1/Scene, Standard): The teacher makes an Alertness Skill Test against a target's Evasion. On a success, the teacher notices and confiscates a piece of gear that the student is carrying. The character must go to the principal's office to get it back after the end of the scene.

Pop Quiz (1/Scene, Standard): The teacher chooses a student and asks a question related to the class. The student must succeed on a DIF 14 Skill Test using the Skill most appropriate to the class to give the correct answer. If a student fails this test three times in a story, they are assigned detention, limiting their downtime opportunities.

HANG-UP

Responsible: The teacher has a responsibility toward their children and will abandon any line of pursuit if one of their students is in danger.

CHAPTER 5

THREATS

Introduction

Power Rangers don't exist in a vacuum. When special people are called to take on the mantle of Rangers, it's because their lives, and usually their world, are in danger. These Threats usually come from outer space, but sometimes threats are homegrown as well. It is the overall power of these threats that make the formation of a Power Ranger team necessary.

This chapter focuses on two groups of Threats that were faced by different Power Ranger teams. The first is Mesogog and his minions, which were created as a result of experiments performed by Dr. Anton Mercer and, ironically, the first Green (and later White) Ranger, Tommy Oliver.

The second set of Threats comes from space. Lord Arcanon desired the power of the Energems and sent a bounty hunter, Sledge, to retrieve them. The Keeper of the Energems was able to stop Sledge from getting them, inadvertently causing the end of the Mesozoic Era in the process. Sledge's minions, as well as Lord Arcanon and his agents, are detailed here.

As with all Threats, you don't need to use them as-is, especially if your players are familiar with them. With just a bit of reskinning, any and all Threats detailed here can seem fresh and new by simply giving them a new name, a slightly altered description, and a weapon swap or two. Tyrannodrones, for example, can easily be retooled as the cyborg reptilian foot soldiers of an alien overlord, and Mesogog can be rebranded as that alien overlord, perhaps with his laser vision coming from a power glove instead of his eyes.

You can also mix and match. Mesogog has the ability to grant powers to others, so it is possible, for example, that he might, in addition to Elsa and Zeltrax, grant powers to others that effectively turn them into variations of Fury, Doomwing, or Singe.

Make My Villain GROW!

At the heart of every game's story, especially in a Power Rangers story, are your recognizable antagonists. They're the faces you come to appreciate and get excited to see being taken down time and time again. The Ranger experience is known for being one of the progenitors of the 'Monster of the Week' format, providing a brand-new evil face for the heroes to overcome each episode.

These two ideas are not mutually exclusive. In fact, the Monster of the Week is what builds the tension of encountering the recognizable villain face to face for the second and third time, and the payoff of finally defeating them once and for all.

Monster of the Week, Villain of the Month

If you cause the villain to recur too frequently, it leads to the players treating them like background noise. On the other hand, if it's session 43 and you suddenly bring back a villain from session 2 without referencing them at all over the course of the campaign, they might as well be another Monster of the Week.

Balance is key. A good rule of thumb when reusing a villain is to limit them from directly engaging with the Rangers to three encounters in a short campaign, or four-five in a long campaign. In-between direct encounters, use indirect references to the villain: a Monster of the Week was personally deployed by them, or the villain attacked a city block and left before the Rangers could respond. Using build-up to keep the villain's presence fresh in the players' minds is just as effective as putting them directly in front of the

Rangers while also providing you with powerful build-up to the payoff.

Another way to think about it is "Monster of the Week, Villain of the Month." **For every three regular boss encounters, make the fourth a recurring villain encounter.** This structure is good for pacing your campaign without thinking too hard about it, and it gives you the space to observe what villains are most interesting to the other players. It might be possible that Monster of the Week #2 especially caught everyone's attention, so if there's a plausible way to bring them back, then you can flesh them out and utilize them again as the recurring villain for the next 'month.'

Partners In Crime

You can (and should) have more than one recurring villain. Particularly in longer campaigns, a rogue's gallery of notable villains can help with pacing out your repeat encounters and lessen the weight of responsibility a recurring villain must carry alone.

You're also given the opportunity to have captivating dynamics between the villains, either through infighting and creating 3+ sided encounters, or by letting them team up to achieve a shared goal. Rita Repulsa and Lord Zedd eventually combined their forces for the sole purpose of taking down the Power Rangers, which could be utilized as three total recurring encounters: Rita, Zedd, and then Rita + Zedd.

Rapport With the Rogues

It's undoubtedly fun to go about bashing the baddies and saving the day without thinking too hard about it. This rings true for combat-focused strategy RPGs where the players' brainpower is being put towards planning out their next move.

Lean in! A recurring villain can fit nicely into this paradigm, being someone with a common strategy or pattern that the players can plan for on sight. They can be someone who learns the Rangers' own strategies and prepares for them, keeping the players on their toes. If one time a Ranger kept Zeltrax busy in front while another Ranger snuck up from behind, Zeltrax is going to be ready for that maneuver the second time they did it with a surprise of his own!

Character rapport is just as much an exchange of actions as it is an exchange of backstory or motivation. When you provide a Threat with a known quantity of actionable consequences, you encourage the players to dig into the Threat's backstory and motivation to learn anything else that they can use to get the upper hand. Villains do the same thing to the heroes all the time; they don't usually fixate on the heroes because of an inspiring backstory, but because the heroes are always an obstructive pain in the butt.

You can still go about it the other way around, especially in a more narrative-focused campaign. The recurring villain, here, becomes a sense of continuity within the game. Every time the Rangers encounter the baddie, they have an opportunity to learn more about who they are and how they fit into the world at large. This cultivates the players' emotional investment with each recurring encounter and raises the personal stakes of the Rangers and the villain.

Scaling Up Scourges

In order for recurring villains to be active, engaging Threats, their stat blocks cannot stay static. They can learn the Rangers' tactics and attempt to counter them all they want, but in the end, this is a game of numbers.

A quick method of scaling up any stat block to keep up with the heroes is to take the villain's previous stat block and compare it to the last Monster of the Week the Rangers encountered. You can often get away with the following adjustments:

- Combine the Health values of both stat blocks.
- Use the monster's highest scores as the villain's lowest.
- Add 2 points of damage to the villain's attacks.

The recurring villain can also gain access to more/stronger putties or minions than they had in their previous encounter. The action economy is one of the biggest reasons for a powerful Threat falling flat, since it's the villain's one attack versus each Ranger's two or more attacks per round and the villain cannot afford to miss. Adding additional characters to the villain's side can significantly impact the balance of the battlefield.

More difficult but often most effective is to adjust the environment of the latest encounter and keep the villain in control of it. If the first time the Rangers fought the villain was in an open quarry, then this time it could be a tight hallway, a dense thicket, or a perilous cliff-side.

Threats by Type

This chapter contains a broad category of Threats for use in the ***Power Rangers Roleplaying Game***. These Threats are divided into five categories:

Minions: These are enemies that are numerous in quantity and of relatively low Threat Level, often used as scouts on their own or as support for the other categories of Threats. These beings work best in groups but should present a small challenge in combat.

Monster of the Week: These are more challenging Threats who would serve as the enemy for an episode or more in a television series, or one adventure in the roleplaying game. Monster of the Week Threats can benefit your campaign by working as mercenaries or lower-level supporters for the main villain of your story, or they can be one-offs. These Threats often feature special Attacks and two stat blocks, one for fighting on a personal scale and a grown form to battle Zords and Megazords.

Zords: New for ***Beneath the Helmet***, this category of Threats tends to be employed at the same level as Lieutenants, but villainous Zords are rarely (if ever) encountered by Rangers on a personal scale, instead designed to crush cities and only capable of being stopped by the Rangers' own Zords.

Lieutenants: These are Threats of varying levels of risk or danger but of greater importance to the overarching story and the Power Rangers mythos. Unlike many other Threats, defeating one of these beings in a fight often results in their forced retreat or surrender. Vanquishing one of these foes requires significant effort and, likely, special weapons or powers.

Villains: These are Threats of a much higher form and function, often at the top of an enemy organization or group. They directly oppose Power Ranger teams, and facing off against them in combat should be a major event that shapes an entire campaign.

In this book, Threats are separated by villainous group and secondarily by category.

Mesogog's Army

The following enemies worked for the dinosaur mutant tyrant Mesogog throughout Power Rangers: Dino Thunder. If you want to make your own members of Mesogog's Army, we suggest focusing Specializations on natural weapons (such as claws) and a version of the Geno-Randomized for Aggression Perk, which allows many of Mesogog's monsters to make an additional attack each turn with their natural weapons. Most of Mesogog's monsters grow by use of the Hydro-Regenerator, a special rainstorm that turns them into their grown form when Defeated.

Reprints?

Elsa, Zeltrax, and Mesogog were first printed in the *Finster's Monster-Matic Cookbook* sourcebook. They're presented here as main enemies of *Dino Thunder,* for convenience, and we realize groups may not buy every book.

Tyrannodrone

"I helped create them." —Tommy Oliver

Tyrannodrones are the creations of Tommy Oliver and his, at the time, co-worker Anton Mercer. They were a combination of dinosaur DNA and technology, resulting in a stronger and tougher creature than the average human. When Tommy's laboratory was destroyed, he assumed that his creations had been destroyed as well, even though Anton survived. What Tommy didn't know was that Anton was transformed into Mesogog, and Mesogog continued working on the Tyrannodrones, giving them the ability to transform part of their bodies into deadly weaponry, and optimizing their programming for combat instead of for utility as had originally been intended.

Tyrannodrones appear like reptilian cyborgs, as they're a combination of dinosaur DNA and technology, with horns, scythes, and black armor, which is a part of their physical body. Originally designed to aid humanity by doing jobs that were too dangerous for the frail human body, Mesogog twisted them into mighty servants to impose his will.

Despite Tyrannodrones being Mesogog's most deployed soldiers, their programming is so simple that they function best when there is someone around to command them and direct their efforts. They are expendable at best and a hindrance at worst to the more powerful of Mesogog's servants, but they're unfailingly loyal to the commands they are given, whether these are from Mesogog or from his underlings, and against any non-Ranger, they're an exceedingly dangerous opponent, even without direction.

Tyrannodrone

THREAT LEVEL: 1

SIZE: Common **HEALTH:** 2
MOVEMENT: 30ft Ground

STRENGTH: 3 **SPEED:** 3
SMARTS: 1 **SOCIAL:** 1

TOUGHNESS: 13 **EVASION:** 13
WILLPOWER: 11 **CLEVERNESS:** 11

SKILLS

- Acrobatics +d4
- Alertness +d2
- Deception +d2
- Initiative +d2
- Might (Claws) +d4*
- Languages: understands English

PERKS

Armored Resistance (1/scene): Tyrannodrones are hardier than most foot soldiers and can shrug off some attacks that would otherwise destroy them. When a hit would defeat a Tyrannodrone, they ignore the damage for that one attack unless it deals 3 or more damage.

Geno-Randomized for Aggression: Tyrannodrones can make a second Cyberclaws attack when they take the Attack action. The second attack is made with Snag.

ATTACKS

Cyberclaws (Might): +d4*, Reach (1 Sharp damage)
Alternate Effects: Maneuver (↓1)
Hands: 0
Traits: Sharp

POWERS

Blink (1/scene, Move): The Tyrannodrone magically moves along the Grid, teleporting itself and any equipment it is wearing or carrying up to 60ft away to an unoccupied square it can see.

Invisiportal (2/scene, Move): Tyrannodrones can use this ability to enter or leave a scene. This can take them anywhere across the planet and into low orbit if needed. These portals linger as a green ball of energy until the end of the next round. Anyone who touches it in that time teleport along with the Tyrannodrones.

Jade Gladiator

"But the creatures that I make for you..."

"Are a joke." —exchange between Elsa and Mesogog when the plant that becomes the Jade Gladiator was first brought to the laboratory.

The Jade Gladiator is a rarity among the creatures serving Mesogog, as it was created directly by him using his own power rather than through the Geno-Randomizer. He created this creature to be a source of life for other monsters, as well as less of a "failure" like the monsters created by Elsa and Zelthrax with the Geno-Randomizer.

Jade Gladiator (Normal)

THREAT LEVEL: 4

SIZE: Common **HEALTH:** 4
MOVEMENT: 30ft Ground

STRENGTH: 6 **SPEED:** 4
SMARTS: 3 **SOCIAL:** 1

TOUGHNESS: 19 **EVASION:** 14
WILLPOWER: 13 **CLEVERNESS:** 11

SKILLS

- Acrobatics +d2
- Alertness +d2
- Deception +d2
- Infiltration +d2
- Might (Swords) +d6*
- Survival +d4
- Targeting +d4
- Languages: speaks English

PERKS

Tough Plant: The Jade Gladiator's robust body grants it +3 to Toughness.

ATTACKS

Plantsword (Might): +d6*, Reach (1 Sharp damage)
Critical Effect: Target is knocked Prone.
Hands: 1

Energy Arrows (Targeting): +d4, Range 50ft/200ft (1 Energy damage — Burst: 5ft radius)
Critical Effect: Target is knocked Prone.
Hands: 2

Laser Pulse Arrow (Targeting, 1/scene): +d4, Range 50ft/200ft (3 Energy damage — Burst: 10ft radius)
Critical Effect: Target is knocked Prone.
Hands: 2
Traits: Accurate (↑2)

POWERS

Earthquake (1/scene, Move): The Jade Gladiator causes the ground to shake and crack, like a small, localized earthquake. This knocks everyone Prone within 50ft except the Jade Gladiator.

Monstrous Growth: The Jade Gladiator summons a new monster with a Threat Level of 2 or less. Alternatively, it can summon 1d6+1 Tyrannodrones to do its bidding. The summoned monster has a plant-like appearance but its statistics are unchanged.

Reborn: When Defeated, the Jade Gladiator assumes its grown form at full Health.

Jade Gladiator (Grown)

"You looking for me?"

—Jade Gladiator in its grown form.

THREAT LEVEL: 8

SIZE: Large **HEALTH:** 11
MOVEMENT: 30ft Ground

STRENGTH: 8 **SPEED:** 9
SMARTS: 3 **SOCIAL:** 1

TOUGHNESS: 21 **EVASION:** 19
WILLPOWER: 13 **CLEVERNESS:** 11

SKILLS

- Acrobatics +d2
- Alertness +d2
- Conditioning +3
- Deception +d2
- Infiltration +d2
- Might (Melee) +d8*
- Survival +d4
- Targeting (Archery) +d6*
- Languages: speaks English

PERKS

Tough Plant: The Jade Gladiator's robust body grants it +3 to Toughness.

ATTACKS

Plantsword (Might): +d8*, Reach (2 Sharp damage)
Critical Effect: Target is knocked Prone.
Hands: 1

Energy Arrows (Targeting): +d6*, Range 50ft/200ft (2 Energy damage Blast: 5ft radius)
Critical Effect: Target is knocked Prone.
Hands: 2

Laser Pulse Arrow (Targeting, 1/scene): +d6*, Range 50ft/200ft (3 Energy damage — Burst: 10ft radius)
Critical Effect: Target is knocked Prone.
Hands: 2
Traits: Accurate (↑1)

POWERS

Earthquake (1/scene, Move): The Jade Gladiator causes the ground to shake and crack, like a small, localized earthquake. This knocks everyone within 100ft Prone except the Jade Gladiator.

Enlarged Monstrous Growth: The Jade Gladiator creates a new monster with a Threat Level of 6 or less. The summoned monster has a plant-like appearance but its statistics are unchanged.

Ruby Dragon

"You take directions. That's a good sign."

—Elsa after commanding the Red Dragon to attack Trent.

The Ruby Dragon was one of the final creations of Mesogog and his minions. In fact, the Ruby Dragon was one of the most powerful and intelligent creations to ever leave the Geno-Randomizer. This is especially ironic considering the Ruby Dragon was created using one of Ethan's playing cards (called Ruby Dragon), which he was using to defeat Devin in Dragon War.

The Ruby Dragon is both ruthless and aggressive with many ranged attacks that it uses to its full advantage. Even just after being created was already aware of the White Ranger's true identity. The downside to this intelligence is that it was incredibly arrogant and unable to accept that it could be defeated—possibly due to being used in just this manner in Dragon War.

Ruby Dragon (Normal)

THREAT LEVEL: 4

SIZE: Common **HEALTH:** 5
MOVEMENT: 50ft Ground, 60ft Aerial

STRENGTH: 4 **SPEED:** 3
SMARTS: 5 **SOCIAL:** 1

TOUGHNESS: 14 **EVASION:** 13
WILLPOWER: 15 **CLEVERNESS:** 11

SKILLS

- Alertness +d2
- Conditioning +1
- Culture +d4
- Might (Claws) +d4*
- Science +d4
- Streetwise +d4
- Targeting +d6
- Languages: speaks English

PERKS

Geno-Randomized for Aggression: The Ruby Dragon can make up to 2 Attacks when it takes the Attack action, one of which must be with its claws.

ATTACKS

Claws (Might): +d4*, Reach (1 Sharp damage)
Hands: 0
Traits: Maneuver

Eye Lasers (Targeting): +d6, Range 50ft/300ft (1 Energy damage — Burst: 5ft radius)
Critical Effect: Target is Impaired until the end of its next turn.
Hands: 0
Traits: Accurate (↑1)

Optic Blasts (Targeting): +d6, Range 50ft/200ft (2 Energy damage — Blast: 20ft radius)
Critical Effect: Target is knocked Prone.
Hands: 0
Traits: Inaccurate (↓1)

POWERS

Laser Shower (1/scene): The Ruby Dragon flies up into the air and unleashes a shower of laser energy, making an Eye Lasers attack against everyone within a 30ft radius around him.

HANG-UP

My Eyes!: Most of the Ruby Dragon's powers come from its eyes. If it is Blinded, it loses the ability to use Eye Lasers and Optic Blasts until the end of the scene.

Ruby Dragon (Grown)

"Nothing beats the Ruby Dragon!"

—Ruby Dragon, minutes before being defeated.

THREAT LEVEL: 7

SIZE: Towering **HEALTH:** 10
MOVEMENT: 50ft Ground, 60ft Aerial

STRENGTH: 7 **SPEED:** 7
SMARTS: 5 **SOCIAL:** 1

TOUGHNESS: 17 **EVASION:** 17
WILLPOWER: 15 **CLEVERNESS:** 11

SKILLS

- Alertness +d2
- Conditioning +3
- Culture +d4
- Finesse +d2
- Initiative +d6
- Might (Claws) +d6*
- Science +d4
- Streetwise +d4
- Targeting +d6
- Languages: speaks English

PERKS

Geno-Randomized for Aggression: The Geno-Randomizer imbues many of Mesogog's creations with incredible speed. The Ruby Dragon can make up to 2 Attacks when it takes the Attack action, one of which must be with his claws.

ATTACKS

Claws (Might): +d6*, Reach (1 Sharp damage)
Hands: 0
Traits: Maneuver

Eye Lasers (Targeting): +d6, Range 50ft/300ft (1 Energy damage – Burst: 5ft radius)
Critical Effect: Target is Impaired until the end of its next turn.
Hands: 0

Optic Blasts (Targeting): +d6, Range 50ft/200ft (2 Energy damage – Blast: 20ft radius)
Critical Effect: Target is knocked Prone.
Hands: 0

POWERS

Laser Shower (1/scene): The Ruby Dragon flies up into the air and unleashes a shower of laser energy, making an Eye Lasers attack against everyone within a 50ft radius around him.

HANG-UP

My Eyes!: Most of the Ruby Dragon's powers come from its eyes. If it is Blinded, it loses the ability to use Eye Lasers and Optic Blasts until the end of the scene.

Ugly Monster

"Master! What are your orders?"

"Perfect."

—The Ugly Monster's first words and Mesogog's reaction to the creature.

Shortly after Mesogog rid himself of Anton Mercer, and split them into two different beings, he set about attacking Reefside with his most powerful creation. The Ugly Monster can transfer its energy to summon other Threats and during the battle with the Rangers it summons the Blizzard Force Megazord (also in this chapter). Once the summoned Threat is Defeated, the Ugly Monster returns, rejuvenated and ready to go again.

Ugly Monster (Normal)

THREAT LEVEL: 5

SIZE: Common **HEALTH:** 6
MOVEMENT: 30ft Ground

STRENGTH: 5 **SPEED:** 5
SMARTS: 3 **SOCIAL:** 3

TOUGHNESS: 15 **EVASION:** 15
WILLPOWER: 13 **CLEVERNESS:** 13

SKILLS

- Acrobatics +d2
- Alertness +d2
- Conditioning +1
- Might (Melee) +d6*
- Performance +d2
- Streetwise +d4
- Survival +d4
- Targeting (Energy) +d6*
- Languages: speaks English

PERKS

Geno-Randomized for Aggression: The Geno-Randomizer imbues many of Mesogog's creations with incredible speed. The Ugly Monster can make up to 2 Attacks when it takes the Attack action, one of which must be with its electric claws.

ATTACKS

Eye Blast (Targeting): +d6*, Range 50ft/200ft (1 Energy damage — Burst: 20ft radius)
Critical Effect: Target is Immobilized until the end of their next turn.
Hands: 0

Electric Claws (Might): +d6*, Reach (1 Sharp damage and 1 Electric damage)
Critical Effect: Target is Stunned until the end of their next turn.
Hands: 0

Arm Lance (Might): +d6*, Reach×3 (2 Sharp damage)
Critical Effect: Target is Stunned until the end of their next turn.
Hands: 0

POWERS

Hydro-Regenerator Ready!: When the Ugly Monster is Defeated, it assumes its grown form at full Health.

Thanks for the Energy Boost! (1/scene): The Ugly Monster can transfer its energy, bringing another monster with Threat Level 5 or below into the scene. This causes the Ugly Monster to disappear from the scene until the other Threat is destroyed. Once destroyed, the Ugly Monster reenters the scene at full Health.

Ugly Monster (Grown)

"Thanks for the energy boost!"

—The Ugly Monster after coming back.

THREAT LEVEL: 10

SIZE: Towering **HEALTH:** 13
MOVEMENT: 30ft Ground

STRENGTH: 8 **SPEED:** 8
SMARTS: 5 **SOCIAL:** 5

TOUGHNESS: 18 **EVASION:** 18
WILLPOWER: 16 **CLEVERNESS:** 15

SKILLS

- Acrobatics +d4
- Alertness +d4
- Conditioning +3
- Initiative +3
- Intimidation +2
- Might (Claws) +d6*
- Performance +d4
- Streetwise +d6
- Survival +d6
- Targeting (Energy) +d6*
- Languages: speaks English

PERKS

Geno-Randomized for Aggression: The Geno-Randomizer imbues many of Mesogog's creations with incredible speed. The Ugly Monster can make up to 2 Attacks when it takes the Attack action with its claws.

ATTACKS

Eye Blast (Targeting): +d6*, Range 50ft/200ft (1 Energy damage — Burst: 20ft radius)
Critical Effect: Target is Immobilized until the end of its next turn.
Hands: 0

Electric Claws (Might): +d6*, Reach (1 Sharp damage and 1 Electic damage)
Critical Effect: Target is Stunned until the end of the current turn.
Hands: 0

Arm Lance (Might): +d6*, Reach×3 (2 Sharp damage)
Critical Effect: Target is Stunned until the end of the current turn.
Hands: 0

POWERS

Thanks for the Energy Boost! (1/scene): The Ugly Monster can transfer its energy to bring another Threat into the scene to life. This creature's Threat Level must be 5 or below. This causes the Ugly Monster to disappear from the scene until the other Threat is destroyed. Once destroyed, the Ugly Monster reenters the scene at full Health.

White Terrorsaurus

"Using a sample of the White Ranger Clone's energy will allow me to create a being of unparalleled terror."

—Zelthrax, introducing the White Terrorsaurus to Mesogog and Elsa.

The White Terrorsaurus is actually two different creatures. One was created by Zelthrax, and a second, improved version was created by the Evil White Ranger Clone. This version is the original.

White Terrorsaurus (Normal)

THREAT LEVEL: 5

SIZE: Common **HEALTH:** 7
MOVEMENT: 30ft Ground, 50ft Aerial

STRENGTH: 6 **SPEED:** 6
SMARTS: 2 **SOCIAL:** 2

TOUGHNESS: 16 **EVASION:** 16
WILLPOWER: 12 **CLEVERNESS:** 12

SKILLS

- Acrobatics +d4
- Alertness +d2
- Athletics +d2
- Conditioning +2
- Deception +d4
- Initiative +d2
- Might (Claws) +d4*
- Survival +d2
- Targeting +d6
- Languages: speaks English

PERKS

Geno-Randomized for Aggression: The Geno-Randomizer imbues many of Mesogog's creations with incredible speed. The White Terrorsaurus can make up to 2 Attacks when it takes the Attack action with its claws.

ATTACKS

Terrorsaurus Laser (Targeting): +d6, Range 50ft/200ft (1 Energy damage — Burst: 20ft radius)
Critical Effect: Target is pushed back 5ft and made Prone.
Hands: 2

Claws (Might): +d4*, Reach (1 Sharp damage)
Critical Effect: Target is Stunned until the end of the current turn.
Hands: 0

POWERS

Dimensional Storage (1/scene, Standard): The White Terrorsaurus can attempt to capture up to two foes in the dimensional storage space in its chest. It attempts a **Deception Skill Test against the Willpower Defense** of up to 2 targets in a 15ft-radius burst within 30ft. On a success, that target rolls 1d6 (1d10 on a Critical Success); if the result is higher than the target's current Health, the target is transported instantly into the dimensional storage cells. These imprisoned foes can only be released upon the defeat of the White Terrorsaurus.

Hydro-Regenerator Ready!: When the Ugly Monster is Defeated, it assumes its grown form at full Health.

Invisibility (1/scene, Move): The White Terrorsaurus turns invisible until the next time it attacks, after which it becomes visible again. The White Terrorsaurus gains Edge on all Skill Tests and all Skill Tests against it suffer Snag while invisible.

White Terrorsaurus (Grown)

THREAT LEVEL: 10

SIZE: Towering **HEALTH:** 13
MOVEMENT: 40ft Ground, 60ft Aerial

STRENGTH: 9 **SPEED:** 9
SMARTS: 5 **SOCIAL:** 3

TOUGHNESS: 19 **EVASION:** 19
WILLPOWER: 16 **CLEVERNESS:** 16

SKILLS

- Acrobatics +d4
- Alertness +d4
- Athletics +d4
- Conditioning +3
- Deception: +d4
- Initiative +d6
- Might (Melee) +d6*
- Streetwise +d2
- Survival +d4
- Targeting (Energy) +d6*
- Technology +d2
- Languages: speaks English

PERKS

Geno-Randomized for Aggression: The Geno-Randomizer imbues many of Mesogog's creations with incredible speed. The White Terrorsaurus can make up to 2 Attacks when it takes the Attack action with its claws.

ATTACKS

Terrorsaurus Laser (Targeting): +d6*, Range 50ft/200ft (1 Energy damage Blast: 20ft radius)
Critical Effect: Target is pushed back 5ft and knocked Prone.
Hands: 2

Claws (Might): +d6*, Reach (2 Sharp damage)
Critical Effect: Target is Stunned until the end of their next turn.
Hands: 2

POWERS

Dimensional Storage (1/scene, Standard): The White Terrorsaurus can attempt to capture up to two foes in the dimensional storage space in its chest. It attempts a **Deception Skill test against the Willpower Defense** of up to 2 targets in a 15ft-radius burst within 30ft. On a success, that target rolls 1d8 (1d12 on a Critical Success); if the result is higher than the target's current Health, the target is transported instantly into the dimensional storage space. These imprisoned foes can only be released upon the defeat of the White Terrorsaurus. Against a combined foe (such as a Megazord), this Power can target up to two of the combined participants but not the whole Megazord.

Invisibility (1/scene, Move): The White Terrorsaurus turns Invisible until the next time it attacks, after which it becomes visible again. The White Terrorsaurus gains Edge on all Skill Tests and all Skill Tests against it suffer Snag while invisible.

Blizzard Force Megazord

"Replicantzord! COME FORTH!."

—Mesogog

Blizzard Force Megazord (Replicantzord)

The Blizzard Force Megazord is the ultimate weapon at Mesogog's disposal. Created by merging the Carnozord and Chasmozord, and powered by the death of the Ugly Monster (his, to that point, most powerful creature and one of the few that Mesogog created directly himself using the Gene-Randomizer, as opposed to those created by Elsa and Zelthrax). When the energy was transferred from the Ugly Monster to the Replicantzord, and when destroyed it sent energy back to Ugly Monster, re-creating Ugly Monster once more.

GM Tips: While the Blizzard Force Megazord is technically a combiner Zord consisting of the Carnozord and the Chasmozord, it is presented here as a single Zord only. The Arctic Pterazord never combined with the others, leaving it much weaker than it might otherwise have been. It is presented here as if powered by the Ugly Monster's energy.

THREAT LEVEL: 10

SIZE: Towering (Combiner) **HEALTH:** (10/8)
MOVEMENT: 40ft Ground

STRENGTH: 9 **SPEED:** 4
SMARTS: — (3*) **SOCIAL:** — (3*)

TOUGHNESS: 22 (3 Plating Armor)
EVASION: 14
WILLPOWER: — (13*) **CLEVERNESS:** — (13*)

SKILLS

- Brawn +d6
- Driving (Autopilot) +d2*
- Initiative+d6
- Might +d8
- Targeting +d6

PERKS

Dinoshield: The shield carried by the Megazord allows it to block certain Melee attacks. All Melee attacks targeting the Blizzard Force Megazord that it is aware of suffer a ↓1 penalty.

ATTACKS

Replisword (Might): +d8, Reach ×2 (2 Sharp damage)
Hands: 1
Traits: Versatile

Fire Blast (Targeting): +d6, Range 50ft/100ft (2 Fire damage — Burst: 5ft radius)
Critical Effect: Target is stunned until the end of the turn.
Hands: 1

Zelzord

"Come and face me Power Rangers!"
—Zelthrax taunting the Power Rangers after assuming control of the Zelzord and arriving in Reefside.

Zelzord

The Zelzord represents the ultimate weapon at Zelthrax's disposal and was created in secret while he was thought to be dead. It is powerful enough to present a serious challenge to even an experienced Power Rangers team, especially when under the direct control of Zelthrax. However, even without a pilot, the Zelzord is capable of independent thought and action.

GM Tips: The Zelzord is Zelthrax's personal Zord, and it is presented here as if it was piloted by him.

THREAT LEVEL: 9

SIZE: Towering **HEALTH:** 16
MOVEMENT: 40ft Ground

STRENGTH: 12 **SPEED:** 6
SMARTS: 3 (8*) **SOCIAL:** 3 (6*)

TOUGHNESS: 26 (4 plating armor)
EVASION: 16
WILLPOWER: 13 (18*) **CLEVERNESS:** 13 (16*)

SKILLS

- Athletics +d6
- Brawn +d6
- Conditioning +3
- Driving (Autopilot) +d4*
- Initiative+d6
- Might (Clubs) +d6*
- Targeting +d6

PERKS

Aggressive Attacker: The Zelzord is as fast as many of the creatures created for Mesogog using the Geno-Randomizer, and it can move with terrifying speed. The Zelzord can make up to 2 Attacks when it takes the Attack action, one of which must be with its tentaclubs.

Armored: The Zelzord is as heavily armored as its creator and has a +4 plating armor bonus to Toughness. This heavy armor also grants the Zelzord +4 Health.

Recombination (1/scene, Standard): After being brought to 0 Health, the Zelzord recombines itself, restoring 8 Health.

ATTACKS

Chest Ray (Targeting): +d6, Range 50ft/200ft (1 Energy damage — Burst: 20ft radius)
Critical Effect: Target is pushed back 10ft and Stunned for 1 round.
Hands: 0

Eyetacle (Targeting): +d6, Range 30ft/60ft (1 Energy damage — Burst: 20ft radius)
Critical Effect: Target is Restrained for 1 round and made Prone.
Hands: 0

Lightning Blast (Targeting): +d6, Range 50ft/100ft (1 Energy damage — Blast: 20ft radius)
Critical Effect: Target is Immobilized for 1 round.
Hands: 0

Tentaclub (Might): +d6*, Reach×2 (2 Blunt damage damage)
Hands: 1
Traits: Grapple, Maneuver

Elsa, Mesogog's Spy

A loyal apostle to the warlord Mesogog, Elsa serves his dream and fuels his war machine with intel gathered while in disguise as local beloved school administrator, Principal Randall. She is a fierce swordswoman and a capable spy; both aspects of which she should be feared for.

GM Tips: Another excellent narrative foe that does a wonderful job 'hiding in plain sight' as Principal Randall, Elsa can be the kind of villain that gets in close to the Rangers before she strikes.

Even Rangers that are not related to her school system appointment can meet up with this charming and clever woman—only to eventually have her reveal her true self at the most devastating moment!

Elsa, Mesogog's Spy

THREAT LEVEL: 10

SIZE: Common **HEALTH:** 10

MOVEMENT: 40ft Ground

STRENGTH: 4 **SPEED:** 8
SMARTS: 6 **SOCIAL:** 9

TOUGHNESS: 15 **EVASION:** 18
WILLPOWER: 16 **CLEVERNESS:** 19

SKILLS

- Alertness +d6
- Athletics +d4
- Culture +d4
- Deception +d4
- Finesse (Swords) +d6*
- Infiltration +d4
- Initiative +d4
- Intimidation +d4
- Performance (Principal Randall) +d6*
- Persuasion +d4
- Streetwise +d2
- Technology +d4
- Languages: Translation Implant makes her fluent in all known languages

PERKS

Harsh Discipline: Elsa is trained to focus on the matter at hand beyond the scope of a normal, mortal mind. She has Resistance to Psychic damage and cannot suffer Frightened or Mesmerized conditions. Additionally, she may re-roll any Smarts or Social-based skill die result of 1, accepting the second result.

Impersonation: Elsa can change her appearance almost instantly to that of Principal Randall, seamlessly altering her looks to fill that role. This gives her Edge on all Deception, Infiltration, and Performance Skill Tests while disguised as Randall.

ATTACKS

Apostle's Blade (Finesse): +d6*, Reach (1 Sharp damage)
Hands: 1
Traits: Multiple Attacks (3), Sharp, Silent

Wu-Shu (Finesse): +d6, Reach (Stun 1)
Alternate Effects: 1 Blunt damage (↓1), Maneuver (↑1)
Hands: 1
Traits: Blunt, Martial Arts, Silent, Stun

POWERS

Blast Cascade (2/scene; Standard; Finesse): Elsa sends scything waves of energy from her blade, making an attack at every enemy within the 25ft × 25ft area next to her in one single direction. These attacks inflict 2 Energy damage if successful.

Invisiportal (2/scene; Move): Elsa can step through her invisportal to teleport to anywhere within 200 feet, or completely out of the scene.

EQUIPMENT

Armor: Padded Bodysuit (+1 deflective to Toughness)

Weapon: Apostle's Blade

Other: Invisiportal, Translation Implant

HANG-UP

The Good Within: There is still a spark of goodness within Elsa, and the right conversation or emotional trigger could bring it to the forefront of her personality. This may take difficult Persuasion Skill Tests and prolonged attempts to change her, but she can be reached and convinced.

Evil White Ranger Clone

"He's an exact duplicate of the White Ranger, but with no trace of Trent Mercer in him. A soulless warrior that is 100% evil."

—Zelthrax, after creating the White Ranger Clone

The Evil White Ranger was a creation of Zelthrax, who created the clone after the Power Rangers fought Copyotter. Copyotter was created to undermine Anton Mercer/Mesogog's confidence in the loyalty of his son, Trent Mercer, and intended to implicate him in an attack on Mesogog's laboratory. The White Ranger was Zelthrax's most powerful creation and took over Zelthrax's place as one of Mesogog's generals after he was seemingly defeated by Tommy Oliver.

GM Tips: While the Evil White Ranger was created to impersonate Trent Mercer, it can instead be used as a clone of a Power Ranger from your group, in which case they'll be able to impersonate that specific Power Ranger instead of Trent.

Evil White Ranger Clone

THREAT LEVEL: 10

SIZE: Common **HEALTH:** 10
MOVEMENT: 40ft Ground

STRENGTH: 7 **SPEED:** 10
SMARTS: 5 **SOCIAL:** 4

TOUGHNESS: 18 **EVASION:** 21
WILLPOWER: 15 **CLEVERNESS:** 14

SKILLS

- Acrobatics +d6
- Alertness +d4
- Athletics +d4
- Brawn +d2
- Deception +d6
- Finesse +d6
- Infiltration +d4
- Initiative +d2
- Might (Swords) +d6*
- Science +d2
- Streetwise +d2
- Targeting +d2
- Technology +d4
- Languages: speaks English

PERKS

Extra Attacks: The Evil White Ranger can make up to 2 Attacks when he takes the Attack action, one of which must be a melee attack with his Drago Sword.

Unexpected Arrival: If the Evil White Ranger arrives on the scene after using his Invisiportal Power, he is accompanied by 1d6+2 Tyrannodrones.

White Ranger: The Evil White Ranger starts each scene with a Personal Power pool of 4.

ATTACKS

Drago Sword (Might): +d6*, Reach (2 Sharp damage)
Critical Effect: Target is knocked Prone.
Hands: 1
Traits: Defend (1), Electric

Drago Sword Lightning Arrow (Targeting): +d2, Range 30ft/70ft (1 Electricity damage Burst: 5ft radius)
Critical Effect: Target is knocked Prone.
Hands: 1

POWERS

Almost a Ranger: The Evil White Ranger looks like any other Ranger and may pass himself off as one. This gives him Edge on all Deception, Infiltration, and Performance Skill Tests while disguised.

Invisiportal (2/scene; Move): The Evil White Ranger can step through his invisportal to teleport to anywhere within 200 feet, into, or out of a scene.

In a Blink: The Evil White Ranger can spend 1 Personal Power as a Free action to move incredibly quickly. Double his Ground Movement and attacks against his Evasion suffer Snag until the start of his next turn.

Lightning Assault (1/scene): The Evil White Ranger can spend 1 Personal Power to gain ↑1 and +1 damage on all Attack Skill Tests this turn.

Super Dino Mode: The Evil White Ranger can spend 1 Personal Power to extra durability (+3 deflective bonus to Toughness) and Resistance to Blunt and Sharp damage. Anyone who attacks the Evil White Ranger Clone during this time automatically takes 1 Sharp damage. This lasts until the end of the Evil White Ranger Clone's next turn.

GEAR

Armor: Dino Amor (+1 deflective bonus to Toughness and Evasion).

Weapon: Drago Sword

HANG-UPS

I'm the True White Ranger!: The Evil White Ranger Clone is driven to destroy his counterpart, or who he perceives as the leader of the opposing Power Rangers team. He focuses on them even when it is not tactically sound.

Overconfident: The Evil White Ranger Clone believes that he is superior to all forms of Power Rangers. As such, whenever he Critically Succeeds on a Skill Test or gains an additional degree of success, all his Skill Tests until the end of the next turn suffer Snag as he basks in his own glory.

Zeltrax, Cyborg Warmonger

After Terrance Smith was caught in a deadly explosion, his body was rebuilt by the sinister Mesogog into the black metal cyborg known as Zeltrax. Heavily armed with a remarkable arsenal, this bio-mechanical nightmare is a force to be reckoned with.

GM Tips: Technically a connected Threat to Mesogog, Zeltrax is a mighty collection of advanced technologies used upon a critically wounded being. The end result is a powerful being who knows he should be powerful. Due to the existence of the Grim Vendetta Perk, GMs should always keep track of which characters would be considered to be helping in dealing with Zeltrax's defeat—these foes go on the roster for future conflicts with this mighty warrior.

Zeltrax, Cyborg Warmonger

THREAT LEVEL: 14

SIZE: Common **HEALTH:** 15

MOVEMENT: 35ft Ground

STRENGTH: 10 **SPEED:** 10
SMARTS: 8 **SOCIAL:** 6

TOUGHNESS: 23 **EVASION:** 20
WILLPOWER: 18 **CLEVERNESS:** 16

SKILLS

- Alertness +d4
- Animal Handling +d4
- Athletics +d4
- Brawn +d4
- Conditioning +1
- Culture +d4
- Deception +d2
- Finesse (Swordplay) +d6*
- Initiative +d4
- Intimidation +d4
- Might +d6
- Persuasion +d2
- Streetwise +d4
- Survival +d4
- Targeting (Beams) +d6*
- Technology +d4
- Languages: Translation Module grants fluency in all Earth-based Languages

PERKS

Cyborg Body: The advanced construction of Zeltrax's body allows him not to breathe, never sleep, and ignore minor physical troubles. He is immune to Electromagnetic, Poison, and Stun damage, and additionally cannot suffer from the Asleep, Poisoned, and Stunned conditions.

Grim Vendetta: Zeltrax does not forget his foes. If Zeltrax is ever Defeated or forced to retreat from a scene, all of his Skill Tests in future scenes targeting the characters who caused his Defeat or withdrawal gain ↑1.

Meteoric Chassis: The metal used to make Zeltrax's armor is extremely dense and able to wick energy away from the surface of his body. All sources of damage that are not Blunt or Sharp are reduced by 1 (minimum of 1) when they strike Zeltrax.

Shield of Zeltrax: The spiked shield Zeltrax carries is actually a self-powered force field generator in a shield shape. All Ranged attacks targeting Zeltrax that he is aware of suffer a ↓2 penalty.

ATTACKS

Helmet Blast (Targeting): +d6, Range 20ft/50ft (2 Energy damage)
Alternate Effects: Multiple Targets (2, ↓1)
Hands: 0
Traits: Energy

Laser Blasts (Targeting): +d6, Range 30ft/75ft (1 Energy damage)
Hands: 1
Traits: Accurate (↑1), Laser

Shield Bash (Might): +d6, Reach (2 Blunt damage)
Alternate Effects: 2 Sharp damage (↓1), Trip
Hands: 1
Traits: Blunt, Sharp, Silent

Thunder Gladius (Finesse): +d6*, Reach (2 Sharp damage)
Alternate Effects: Multiple Targets (2, ↓1)
Hands: 1
Traits: Sharp, Silent

Unarmed Strike (Might): +d6, Reach (Stun 2)
Alternate Effects: 2 Blunt damage (↓1), Maneuver (↓1)
Hands: 1
Traits: Blunt, Silent, Stun

POWERS

Geno-Randomizer (1/scene; Standard): Zeltrax can use this device to turn common creatures into hideous monsters of no greater than Threat Level 8, or can Defeat an existing Threat and replace it with its Grown or Evolved version.

Grip of Zeltrax (1/turn; Standard; Targeting (Beams) vs. Evasion): Zeltrax emits a purple beam that Grapples a target if successful. If Zeltrax has a target Grappled in this way at the beginning of his turn, he can either Move the target up to 30 feet OR inflict 2 Blunt damage upon them by smashing them against the ground instead of Zeltrax taking his Move action.

Lightning Beams (2/scene; Standard; Targeting (Beams)): This is a brightly-colored lightning strike that streaks out of Zeltrax with an effective Range of 45ft/90ft. Targets hit suffer 2 Electric damage.

Teleport (1/turn; Standard): Zeltrax can shift between the seams of reality in a blink, teleporting to any location he can see within 100 feet. Alternatively, this can be used to enter and exit a scene.

EQUIPMENT

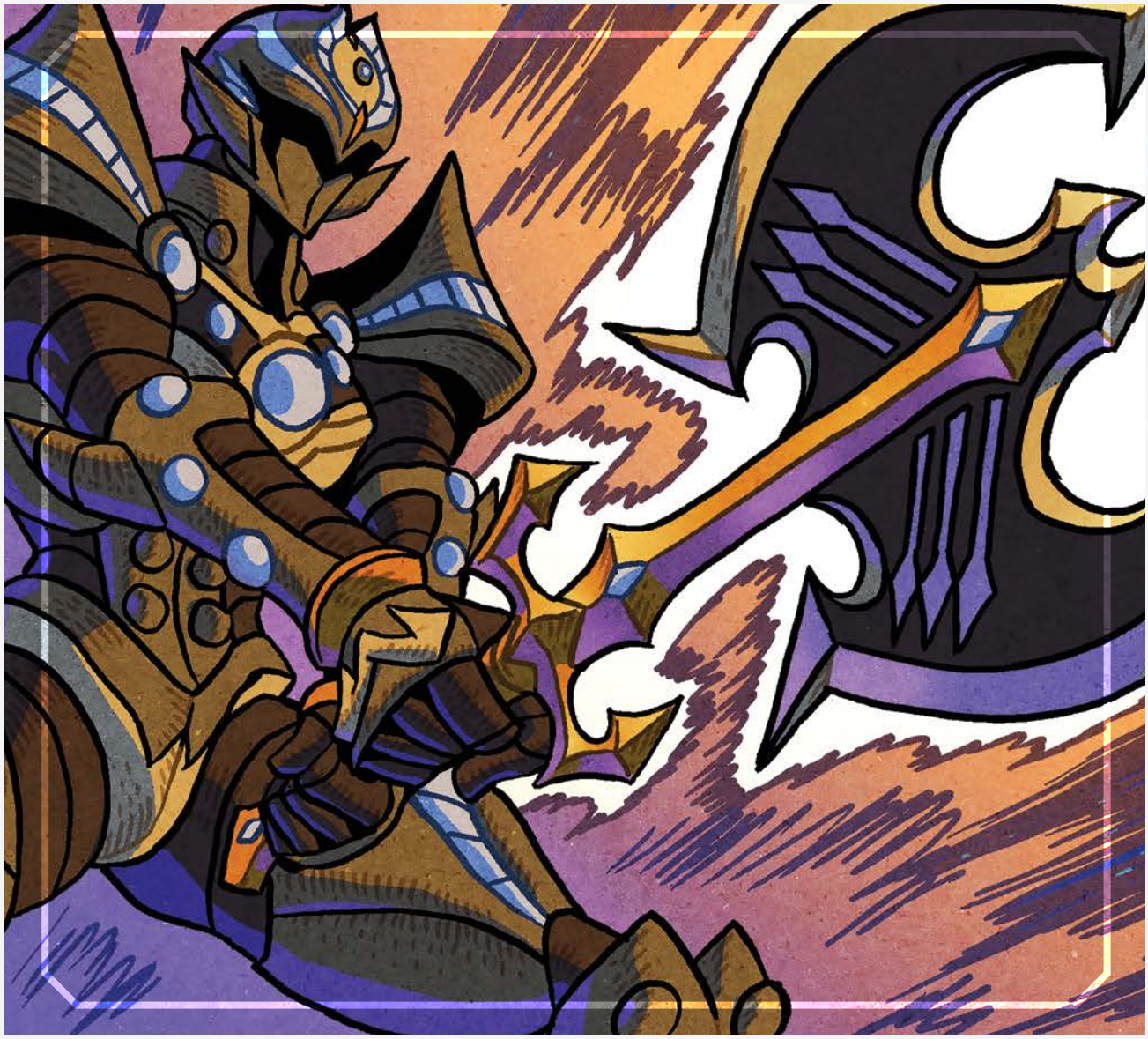
Armor: Meteoric Iron Chassis (+3 deflective to Toughness, See Perks), Shield of Zeltrax (see Perks)

Weapons: Thunder Gladius

Other: Geno-Randomizer, Translation Module

HANG-UP

Rebuilt for Revenge: Zeltrax is fully focused on getting revenge upon the Power Rangers. When he sets his sights upon one or more Power Rangers, he loses focus on all other things. Once he has engaged one or more Power Rangers, Zeltrax suffers a ↓1 on Skill Tests that do not actively further their defeat!



Mesogog

A scientist named Anton Mercer infused himself with an experimental process that combined him on a genetic level with dinosaur 'super-DNA', transforming him into a monstrous dinosaur-like humanoid. Now he is focused on turning Earth into a world of dinosaur monsters!

GM Tips: A good boss to pit a seasoned team of Power Rangers against, Mesogog's Animal Handling, Science, and Technology skills could be a great source for new narrative threats like dinosaur-reptoid mutants, temporary reptilian-izing of a local populace, and so forth.

In combat, Mesogog's Mind Spike turns an already excellent attack into a way to focus on a specifically troublesome target and keep them out of combat for multiple turns by all-but-automatically Stunning them.

Mesogog, Herald of the Dinosaur Era

THREAT LEVEL: 14

SIZE: Common **HEALTH:** 14

MOVEMENT: 35ft Ground

STRENGTH: 9 **SPEED:** 6
SMARTS: 11 **SOCIAL:** 8

TOUGHNESS: 22 **EVASION:** 16
WILLPOWER: 21 **CLEVERNESS:** 18

SKILLS

- Alertness +d6
- Animal Handling (Reptiles) +d4*
- Athletics +d2
- Brawn +d4
- Driving +d2
- Deception +d4
- Infiltration +d4
- Initiative +d4
- Intimidation +d6
- Might +d6
- Persuasion +d4
- Science (Genetics) +d8*
- Streetwise +d2
- Targeting +d2
- Technology +d6
- Languages: English, German, Greek, Japanese, Latin

PERKS

Dino Body: Mesogog's body is covered in dense scales, increasing his Toughness Defense by +3.

Oppressive Aura: The psionic mindscape around Mesogog is a warped and crushing place for all thinking beings. Any enemy with a Smarts Essence score less than 8 within 30ft of Mesogog suffers the Impaired Condition.

Ruthless Cunning: Mesogog, even hindered by his own reptilian instincts, is a verifiable genius. On Smarts-based Skill Tests, Mesogog can achieve Critical Success using the 'highest result' even on the d2 skill die.

ATTACKS

Claws (Might): +d6, Reach (2 Sharp damage)
Alternate Effects: Multiple Attacks (2,↓1)
Hands: 1
Traits: Sharp, Silent

Psionic Blast (Intimidation vs. Willpower): +d6, Range 75ft/150ft (2 Psychic damage)
Alternate Effects: Target is Stunned for 1d2 turns
Hands: 0
Traits: Anti-Tank, Psychic

POWERS

Mind Spike (1/turn; Move): This Power allows Mesogog to attack a single target with a Psionic Blast, reducing the Range to a maximum of 10 feet. If successful at all however, it is considered to have two Degrees of Success automatically (three for a Critical Success!).

Ripclaw Rush (3/scene; Standard): Mesogog slides forward with intense speed, making a single Claws attack against a single target with Edge. This attack also gains the Maneuver alternate trait.

HANG-UPS

Angry Instincts: No matter how intelligent he truly is, Mesogog still has dinosaur super-genetics flowing through his mind at all times. When frustration hits, he often reverts to a baser set of options. On the turn following a Fumble rolled by Mesogog, he must perform a frenzied Claws attack against a target.

Mesogog, Ambitious Dino-Genius

The Mesogog presented below at a lower Threat Level can still serve as the campaign villain for lower-level Ranger teams or could serve as a lieutenant for a different villain. Of course, Mesogog believes himself better than others, which no doubt leads to friction as the Dino-Genius seeks to seize leadership.

THREAT LEVEL: 7

SIZE: Common **HEALTH:** 9

MOVEMENT: 35ft Ground

STRENGTH: 7 **SPEED:** 4
SMARTS: 8 **SOCIAL:** 6

TOUGHNESS: 20 **EVASION:** 14
WILLPOWER: 18 **CLEVERNESS:** 16

SKILLS

- Alertness +d4
- Animal Handling +d4
- Brawn +d2
- Driving +d2
- Deception +d4
- Infiltration +d2
- Initiative +d4
- Intimidation +d6
- Might +d6
- Persuasion +d2
- Science (Genetics) +d6*
- Streetwise +d2
- Technology +d4
- Languages: English, German, Greek, Japanese, Latin

PERKS

Dino Body: Dense scales cover Mesogog's body, increasing his Toughness Defense by +3.

Oppressive Aura: Mesogog warps the psionic mindscape around him into a crushing place for all thinking beings. Any enemy with a Smarts Essence score of 6 or less within 30ft of Mesogog gains the Impaired Condition.

Ruthless Cunning: Mesogog, even hindered by his dinosaur instincts, is a verifiable genius. Mesogog can Critically Succeed on the d2 skill die on Smarts Essence Skill Tests.

ATTACKS

Claws (Might): +d6, Reach (2 Sharp damage)
Alternate Effects: Multiple Attacks (2,↓1)
Hands: 1
Traits: Sharp, Silent

Psionic Blast (Intimidation vs. Willpower): +d6, Range 75ft/150ft (2 Psychic damage)
Alternate Effects: Target is Stunned until the end of their next turn
Hands: 0
Traits: Anti-Tank, Psychic

POWERS

Mind Spike (1/turn; Move): Mesogog attacks a single target with a Psionic Blast but with a reduced Range of 10ft. If successful, it deals damage and Stuns the target until the end of their next turn.

Ripclaw Rush (2/scene; Standard): Mesogog slides up to his full Movement and makes a single Claws Attack with Edge.

HANG-UP

Angry Instincts: No matter how intelligent he truly is, Mesogog still has the instincts imparted by his dinosaur super-genetics. When frustration hits, he often reverts to a baser set of options. On the turn following a Fumble rolled by Mesogog, he must perform a frenzied Claws attack against a target.

Superiority Complex: If Mesogog is not the campaign's villain, he's constantly scheming to take the title. This includes refusing to Lend Assistance to the villain and even going so far as helping the heroes.

Sledge's Outlaws

The following enemies worked for the intergalactic bounty hunter Sledge throughout Power Rangers: Dino Charge. As an intergalactic bounty hunter, Sledge has access to a wide variety of Threats from your own mind or from other ***Power Rangers Roleplaying Game*** sources. Sledge is a harsh and cruel master, and most Minions and Monster of the Week Threats under his command have the following Hang-Up:

Henchman: Sledge's servants serve at his whim, and he is a harsh master. When reduced to half Health or fewer for the first time in a scene, they suffer Snag on Skill Tests until the end of their next turn as they dread failing Sledge. This is a fear effect.

Vivix

"Vivix, rise!"

—Sledge's Outlaws when ordering Vivix to become Vivizord.

Serving as the cannon fodder for Sledge, the Vivix are his weakest, but most numerous soldiers, and useful for grinding down the opposition. They also fill the menial positions aboard his starship. Vivix are not known for their intelligence and are easily distracted by things like candy, but they're created by Sledge to be loyal to him and his lieutenants. Wielding laser blasters with blades attached, they can make life difficult for any Power Ranger, but what's worse is that in sufficient numbers, they're able to use their fluid nature to combine into Vivizords.

Vivix speak only their own language, one that sounds like squeaking to other creatures, and which is distinctly unpleasant to most humans. No other creature has been known to understand what the Vivix are saying, but they're capable of understanding other creatures without any issues.

The Vivix are not bred or born, but created in a process that only a few are capable of, but as part of their creation process, they're instilled with unswerving loyalty to their creators and their designated lieutenants. As such the Vivix can be entrusted with any task and be expected to perform it to the best of their, admittedly limited, abilities.

Vivix

THREAT LEVEL: 2

SIZE: Common **HEALTH:** 2

MOVEMENT: 30ft Ground

STRENGTH: 3 **SPEED:** 4
SMARTS: 1 **SOCIAL:** 2

TOUGHNESS: 13 **EVASION:** 14
WILLPOWER: 11 **CLEVERNESS:** 12

SKILLS

- Acrobatics +d2
- Athletics +d2
- Initiative +d2
- Might +d4
- Performance +d4
- Targeting +d4
- Technology +d2
- Languages: Vivix speak their own language only, but understand English

PERKS

Disposable (1/scene, Move): If there are 6 or more Vivix in a scene, they may summon another 1d6 Vivix, to overwhelm their opponents. These newly summoned Vivix cannot use this ability.

ATTACKS

Blaster Blade (Might): +d4, (1 Sharp damage)
Alternate Effects: Maneuver (↓1)
Hands: 1
Traits: Sharp

Laser Blaster (Targeting) +d4, Range 30ft/60ft (1 Energy damage)
Hands: 1

POWERS

Adaptable (1/scene, Standard): Mainly designed as disposable foot soldiers, Vivix are limited in their non-combat training but adapts to the needs of the mission. Once per scene, when using any non-combat skill, Vivix gain Edge on the Skill until the end of the scene.

Combinator (1/scene, Standard): When there are at least 6 Vivix present in a scene within 30ft of each other, they may combine themselves into a Vivizord.

HANG-UPS

Distracted: Vivix are simple creatures. Deception test to distract a Vivix using candy, toys, or shiny objects in the scene gain ↑1.

Henchman: Sledge's servants serve at his whim, and he is a harsh master. In any round where the Vivix are reduced to half Health, they take Snag on all Attack rolls as they dread failing Sledge.

Vivizord (Grown)

A Vivizord is a single creature created from the combination of many Vivix. It possesses all the knowledge that they had as separate creatures but is more powerful than them, and more purposeful in its actions.

THREAT LEVEL: 5

SIZE: Towering **HEALTH:** 7
MOVEMENT: 30ft Ground

STRENGTH: 6 **SPEED:** 6
SMARTS: 1 **SOCIAL:** 3

TOUGHNESS: 16 **EVASION:** 16
WILLPOWER: 11 **CLEVERNESS:** 13

SKILLS

- Acrobatics +d4
- Athletics +d2
- Conditioning +2
- Initiative +d4
- Might +d6
- Performance +d4
- Streetwise +d2
- Targeting +d4
- Technology +d2
- Languages: Vivix speak their own language only, but understand English

PERKS

Fluid Nature: The combination of so many bodies to create a Vivizord leaves it with multiple redundant internal organs, making them harder to kill. This grants it a +1 deflective bonus to Toughness.

Single-Minded: When combined into a Vivizord, the intelligence of the Vivix do not increase, but they lose their individuality and become far more focused on the task. Any attempts at distracting a Vivizord suffers ↓1.

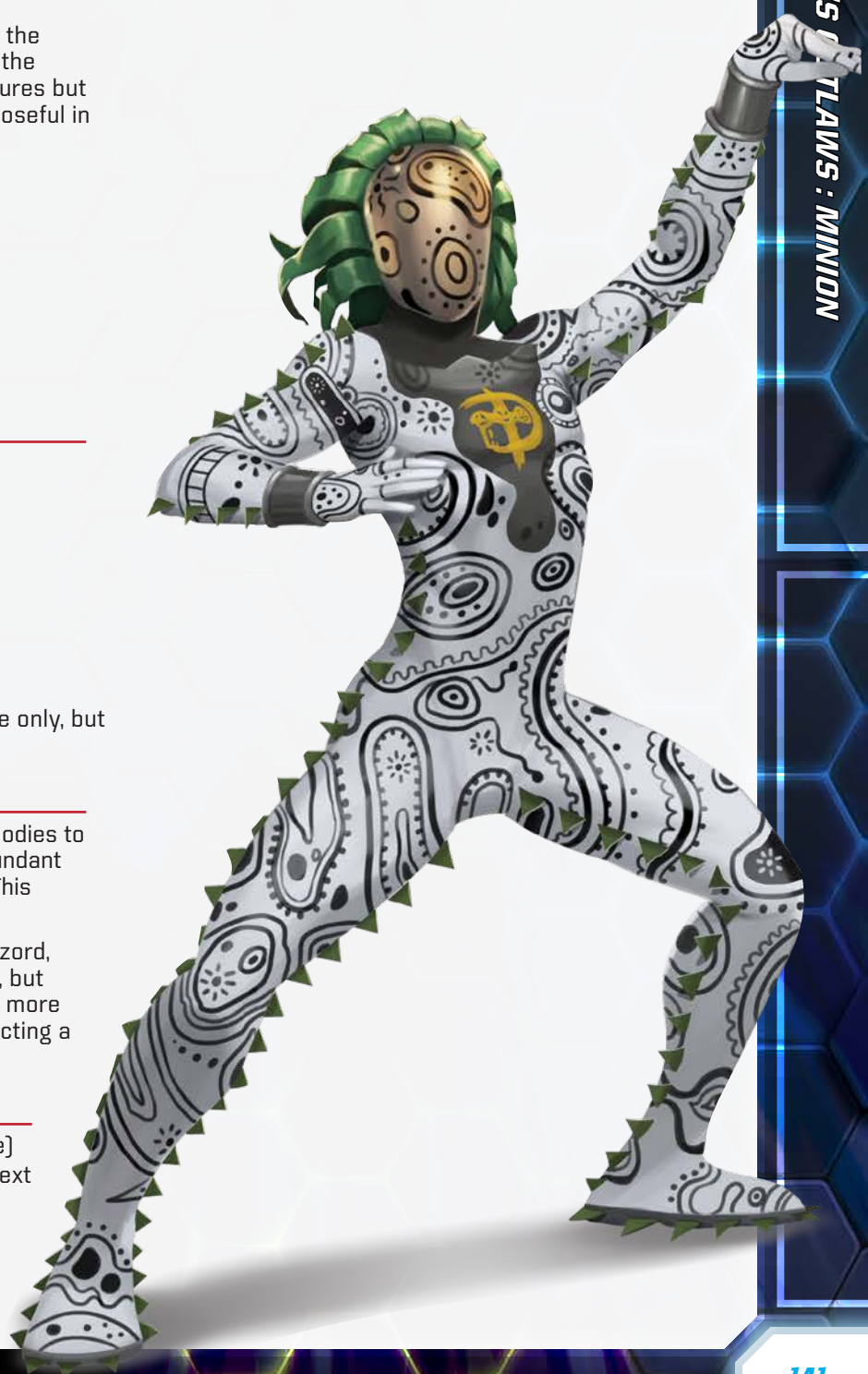
ATTACKS

Clubber Arm (Might): +d6, (1 Blunt damage)
Critical Effect: Target has Snag on their next attack
Hands: 2
Traits: Blunt

Chemical Breath Beam (Targeting) +d4, Range 30ft (1 Energy damage, Burst: 10ft radius)
Alternate Effect: 1 Acid damage
Hands: 0

HANG-UP

Henchman: Sledge's servants serve at his whim, and he is a harsh master. In any round where the Vivizord are reduced to half Health, they take Snag on all Attack rolls as they dread failing Sledge.



Spikeball

"Seriously? You're supposed to be tough!"

—Spikeball mocking the Power Rangers.

The Spikeballs are Sledge's elite prison guards and soldiers and are far more powerful than the Vivix, and able to shrug off blows from the Power Rangers with little effect. They're also more intelligent and capable of independent thought.

In battle, Spikeballs stick close to their commanders, working as bodyguards and back up against enemy formations. They prefer working in pairs or groups, but even alone, a Spikeball can be a formidable challenge with their clubs and laser blasts.

Spikeball

THREAT LEVEL: 5

SIZE: Common **HEALTH:** 7
MOVEMENT: 30ft Ground

STRENGTH: 6 **SPEED:** 5
SMARTS: 3 **SOCIAL:** 2

TOUGHNESS: 16 **EVASION:** 15
WILLPOWER: 13 **CLEVERNESS:** 12

SKILLS

- Acrobatics +d2
- Alertness +d4
- Animal Handling +d4
- Conditioning +2
- Initiative +d4
- Intimidation +d2
- Might (Clubs) +d4*
- Targeting +d4
- Technology +d2
- Languages: English

PERKS

Brute Power (1/scene, Move): Spikeballs are incredibly strong servants, and can invoke this power to demolish Sledge's foes. They add +1 damage to all Attacks until the end of their turn.

ATTACKS

Club (Might): +d4, (1 Blunt damage)
Critical Effect: Target has Snag on their next attack
Hands: 1
Traits: Blunt

Club Tri-Blaster (Targeting) +d4, Range 30ft/60ft (1 Energy damage)
Hands: 2
Traits: Multi-Weapon (3)

POWERS

Bodyguard (1/scene): Spikeballs serve as bodyguards to more powerful individuals than themselves and are expected to lay down their lives if needed. If another creature with a higher Threat Level than the Spikeball would be Defeated, a Spikeball can absorb the blow if they're within 10ft of the intended target. This immediately defeats the Spikeball regardless of the damage value, but the damage is then ignored by the intended target.

HANG-UP

Henchman: Sledge's servants serve at his whim, and he is a harsh master. When reduced to half Health or fewer for the first time in a scene, they suffer Snag on Skill Tests until the end of their next turn as they dread failing Sledge.

Spikeball (Grown)

THREAT LEVEL: 9

SIZE: Gigantic **HEALTH:** 13
MOVEMENT: 30ft Ground

STRENGTH: 10 **SPEED:** 9
SMARTS: 3 **SOCIAL:** 2

TOUGHNESS: 20 **EVASION:** 19
WILLPOWER: 13 **CLEVERNESS:** 12

SKILLS

- Acrobatics +d6
- Alertness +d4
- Animal Handling +d4
- Conditioning +4
- Initiative +d6
- Intimidation +d4
- Might (Clubs) +d6*
- Targeting +d4
- Technology +d6
- Languages: English

PERKS

Brute Power (1/scene, Move): Spikeballs are incredibly strong servants, and can invoke this power to demolish Sledge's foes. They add +1 damage to all Attacks until the end of their turn.

ATTACKS

Club (Might): +d6*, (2 Blunt damage)
Critical Effect: Target has Snag on their next attack
Hands: 2
Traits: Blunt

Club Tri-Blaster (Targeting): +d6, Range 30ft/60ft (1 Energy damage)
Hands: 2
Traits: Multi-Weapon (3)

POWERS

Bodyguard (1/scene, Standard): Spikeballs serve as bodyguards to more powerful individuals than themselves, and are expected to lay down their lives if needed. If another creature with a higher Threat Level than the Spikeball would be Defeated, a Spikeball can absorb the blow if they're within 30ft of the intended target. This immediately defeats the Spikeball regardless of the damage value, but the damage is then ignored by the intended target.

HANG-UP

Henchman: Sledge's servants serve at his whim, and he is a harsh master. When reduced to half Health or fewer for the first time in a scene, they suffer Snag on Skill Tests until the end of their next turn as they dread failing Sledge.

Badussa

"Things are about to get rocky, Rangers!
—Badussa as he unleashes the power of the Medusa Amulet on Zenowing.

Badussa is likely one of the most powerful creatures caught by Sledge, if not the most powerful. His power overshadows those of most of the alien outlaws in Sledge's system, and he is greatly feared. Badussa is also known as the Destroyer of the Kyoryuger Galaxy and is both cruel and calculating.

Badussa

THREAT LEVEL: 9

SIZE: Common **HEALTH:** 11
MOVEMENT: 40ft Ground

STRENGTH: 8 **SPEED:** 7
SMARTS: 5 **SOCIAL:** 4

TOUGHNESS: 20 **EVASION:** 19
WILLPOWER: 15 **CLEVERNESS:** 14

SKILLS

- Acrobatics +d4
- Alertness +d4
- Conditioning +2
- Deception +d4
- Finesse +d2
- Initiative +d4
- Intimidation +d4
- Might (Swordfighting) +d6*
- Persuasion +d4
- Science +d4
- Targeting +d4
- Technology +d2
- Languages: English

PERKS

Canny Opponent: Badussa is a quick and dangerous enemy, and enjoys a +2 bonus to Toughness and Evasion.

I Know No Fear: Badussa is immune to fear or intimidation effects.

Summon Reinforcements (1/scene, Move): Badussa commands the fear of most other creatures aboard Sledge's ship, including the crew. He can teleport in 2d6 Vivix or 1d6 Spikeballs reinforcements.

ATTACKS

Medusa Sword (Might): +d6*, Reach (2 Sharp damage—Multiple (2) Targets)
Hands: 1
Traits: Sharp

Badussa Bite (Targeting): +d4, Range 60ft/100ft (2 Energy damage)
Critical Effect:
Hands: 2
Traits: Accurate (↑1)

POWERS

Medusa Amulet (Standard): The amulet carried by Badussa can turn enemies to stone. Badussa attempts an **Intimidation Skill Test against a target's Willpower** against a target within 30ft that Badussa can see. On a success, the target turns to stone until Badussa is Defeated or his amulet is destroyed.

Teleport (2/Scene, Move): Badussa can use this ability to enter or leave a scene. This can take him anywhere across the planet and into low orbit if needed.

HANG-UP

Power of the Amulet: Badussa's amulet heightens many of his powers in addition to turning foes to stone. The Amulet has Toughness 12 and 2 Health. If destroyed, the Medusa Amulet power is dispelled from anyone turned to stone by it and Badussa suffers ↓1 on all Skill Tests for the rest of the scene. Badussa can construct a new one between adventures.

Badussa (Grown)

THREAT LEVEL: 14

SIZE: Common **HEALTH:** 14
MOVEMENT: 40ft Ground

STRENGTH: 11 **SPEED:** 10
SMARTS: 7 **SOCIAL:** 6

TOUGHNESS: 23 **EVASION:** 22
WILLPOWER: 17 **CLEVERNESS:** 16

SKILLS

- Acrobatics +d6
- Alertness +d6
- Conditioning +3
- Deception +d4
- Finesse +d2
- Initiative +d6
- Intimidation +d6
- Might (Swordfighting) +d8*
- Persuasion +d4
- Science +d4
- Targeting +d6
- Technology +d4
- Languages: English

PERKS

Canny Opponent: Badussa is a quick and dangerous enemy, and enjoys a +2 bonus to Toughness and Evasion.

Summon Reinforcements (1/scene, Standard): Badussa commands the fear of most other creatures aboard Sledge's ship, including the crew. He can teleport in 2 Vivizords or 1 Spikeball (Grown) to aid him.

ATTACKS

Medusa Sword (Might): +d8*, Reach (2 Sharp damage—Multiple (2) Targets)
Hands: 1
Traits: Sharp

Badussa Bite (Targeting) +d6, Range 60ft/100ft (2 Energy damage)
Critical Effect:
Hands: 2
Traits: Accurate (↑1)

POWERS

Medusa Amulet (Standard): The amulet carried by Badussa can turn enemies into stone. Badussa attempts an **Intimidation Skill Test against a target's Willpower;** the target must be within 30ft and able to see Badussa. On a success, the target turns into stone until Badussa is Defeated. Against a combined opponent, this can turn one of the components (a Zord) into stone rather than the full combined creature (the Megazord).

Teleport (2/Scene, Move): Badussa can use this ability to enter or leave a scene. This can take him anywhere across the planet and into low orbit if needed.

Beauticruel

"Lucky for her, I'm the reigning Queen of make-overs!"

—Poisandra as she's about to apply her make-up to a Vivix.

Beauticruel was just a normal Vivix with an obsession for Curio until Poisandra applied her magic make-up and turned the Vivix into something far more deadly.

GM Tips: Beauticruel's ability to appear as anyone makes her an excellent spy, able to move among Rangers during Alter Ego play. She can either appear as a new friendly NPC, take the place of an established NPC (that the villain captured) to sow discord among the Rangers, or simply spy and report back to the villain.

Beauticruel

THREAT LEVEL: 4

SIZE: Common **HEALTH:** 4
MOVEMENT: 30ft Ground

STRENGTH: 2 **SPEED:** 3
SMARTS: 3 **SOCIAL:** 6

TOUGHNESS: 12 **EVASION:** 13
WILLPOWER: 13 **CLEVERNESS:** 16

SKILLS

- Acrobatics +d4
- Alertness +d2
- Culture +d4
- Deception +d6
- Initiative +d4
- Might +d4
- Performance +d4
- Persuasion +d2
- Languages: English and Vivix

PERKS

Besties!: Beauticruel gains ↑1 on all Skill Tests in the same scene with Poisandra or Wrench.

Follow me, Boys! (1/scene, Standard): Beauticruel can summon 1d6 Vivix and 1d2 Spikeballs to assist her.

ATTACKS

Make-Up Brush (Might): +d4, Reach (1 Blunt damage)
Hands: 1
Traits: Blunt

POWERS

Body Transforming Paint (1/scene, Standard): Applying blue paint to herself and a target, Beauticruel switches bodies with the target. While swapped, Beauticruel gain ↑2 on Deception Skill Tests.

Love-Dovey Paint (1/scene, Standard): Applying pink paint to a target causes them to fall madly in love with Beauticruel. Beauticruel attempts a **Deception Skill Test against a target's Willpower** if within reach of her make-up brush. On a success, the target is Mesmerized until the paint is removed.

Power Paint (1/scene, Standard): After successfully using her Weak at the Knees Paint, she can apply her Power Paint to as many targets she affected before. This grants the target(s) ↑1 on all Attack Skill Tests until the end of the scene.

Weak at the Knees Paint (1/scene, Standard): Beauticruel applies her paint on up to 3 targets within reach of her make-up brush and drains their power. She then attempts a **Performance Skill Test against their Willpower**. On a success, they lose 2 Personal Power, and their Toughness is reduced by 2. If a target has fewer than 2 Personal Power, they suffer damage instead.

HANG-UPS

Henchman: Sledge's servants serve at his whim, and he is a harsh master. In any round where Beauticruel is reduced to half Health, they take Snag on all Attack rolls as they dread failing Sledge.

Make-up Pad: Destroying Beauticruel's make-up pad means she cannot use her Powers. Any attack targeting this spot suffers Snag, but if hits, it automatically destroys the pad, but deals no damage.

Beauticruel (Grown)

THREAT LEVEL: 7

SIZE: Towering **HEALTH:** 7
MOVEMENT: 30ft Ground

STRENGTH: 5 **SPEED:** 5
SMARTS: 4 **SOCIAL:** 6

TOUGHNESS: 15 **EVASION:** 15
WILLPOWER: 14 **CLEVERNESS:** 16

SKILLS

- Acrobatics +d4
- Alertness +d4
- Athletics +d6
- Culture +d4
- Deception +d6
- Initiative +d6
- Might +d4
- Persuasion +d6
- Languages: English and Vivix

PERKS

Follow me, Boys! (1/scene, Standard): Beauticruel can summon 2 Vivizords and 1 Spikeball (Grown) to assist her.

ATTACKS

Make-Up Brush (Might): +d4, (1 Blunt damage)
Hands: 1
Traits: Blunt

POWERS

Body Transforming Paint (1/scene, Standard): Applying paint to herself and a target, Beauticruel assumes the form of that person, granting her ↑2 on Deception Skill Tests while disguised.

Love-Dovey Paint (1/scene, Standard): Applying paint to a target causes them to fall madly in love with Beauticruel. Beauticruel attempts a **Deception Skill Test against a target's Willpower** if within reach of her make-up brush. On a success, the target is Mesmerized until the paint is removed.

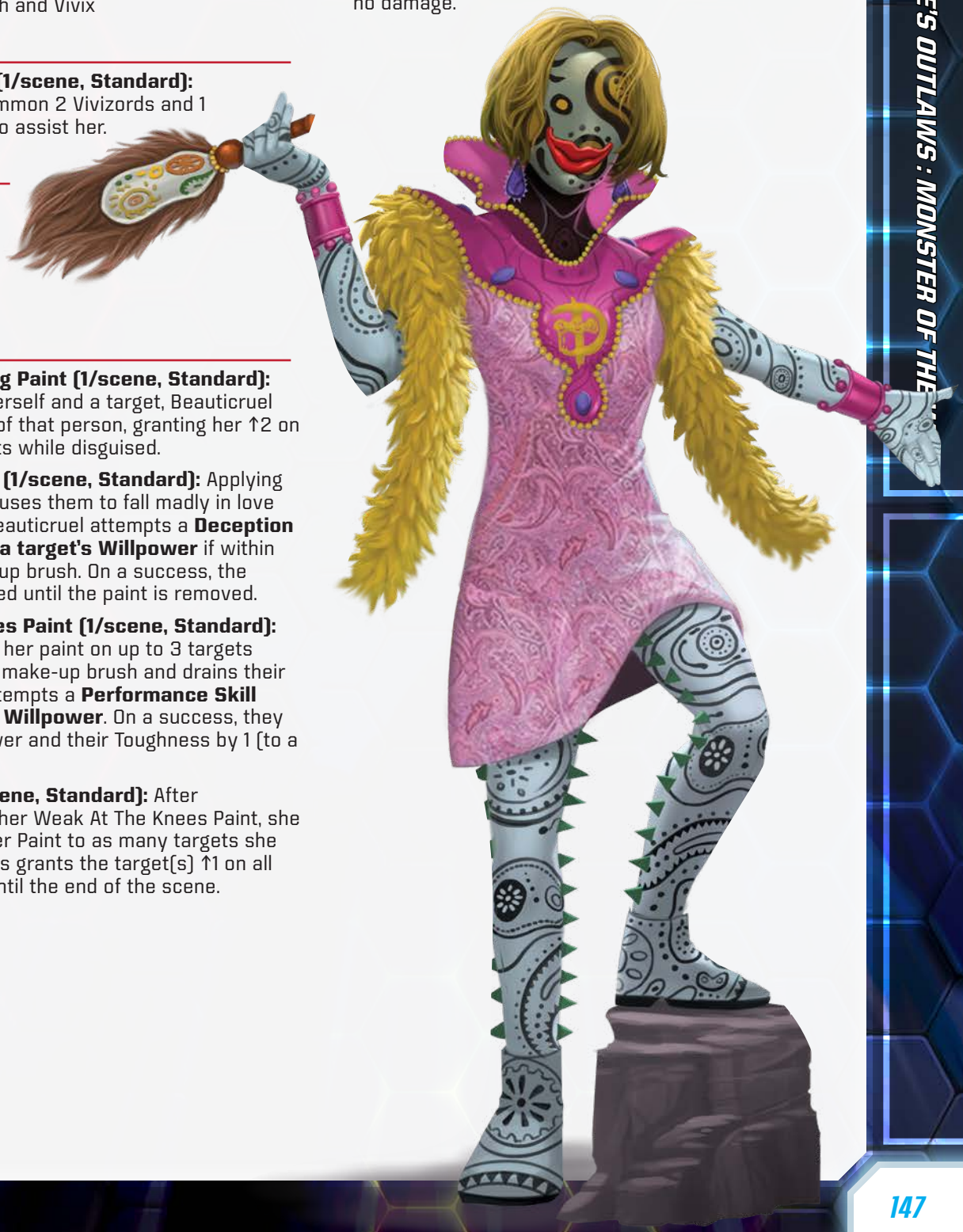
Weak At The Knees Paint (1/scene, Standard): Beauticruel applies her paint on up to 3 targets within reach of her make-up brush and drains their power. She then attempts a **Performance Skill Test against their Willpower**. On a success, they lose 1 Personal Power and their Toughness by 1 (to a minimum of 1)

Power Paint (1/scene, Standard): After successfully using her Weak At The Knees Paint, she can apply her Power Paint to as many targets she affected before. This grants the target(s) ↑1 on all Attack Skill Tests until the end of the scene.

HANG-UPS

Henchman: Sledge's servants serve at his whim, and he is a harsh master. In any round where Beauticruel is reduced to half Health, they take Snag on all Attack rolls as they dread failing Sledge.

Make-up Pad: Destroying Beauticruel's make-up pad means she cannot use her powers. Any attack targeting this spot suffers Snag, but if hits, it automatically destroys the pad, but deals no damage.



Meteor

"I've finally found you!"

—Meteor as he corners one of the Power Rangers.

Meteor is an ever-hungry alien threat, capable of unleashing untold devastation with its control of fire and meteors. Its rock-like body is almost entirely made of rock and can withstand a lot of punishment, while it can ignore fires of all kinds.

Meteor

THREAT LEVEL: 7

SIZE: Common **HEALTH:** 10
MOVEMENT: 20ft Ground

STRENGTH: 8 **SPEED:** 5
SMARTS: 4 **SOCIAL:** 3

TOUGHNESS: 20 **EVASION:** 15
WILLPOWER: 14 **CLEVERNESS:** 13

SKILLS

- Conditioning +3
- Deception +d4
- Initiative +d2
- Might +d6
- Performance +d2
- Science +d4
- Survival +d4
- Targeting +d8
- Languages: English

PERKS

Reinforcements (1/scene, Move): Meteor can teleport in 1d6 Vivix to aid him.

Rock Body: Meteor has a +2 bonus to Toughness. Furthermore, he is Immune to Fire damage.

ATTACKS

Meteor Blast (Targeting): +d8, Range 40ft/150ft (1 Fire damage)
Alternate Effect: 1 Fire damage—Multiple (2) Targets (40ft, ↓1)
Hands: 2

Horn (Might): +d6, Reach (2 Fire damage)
Critical Effect: Target is pushed back 10ft and made Prone.
Hands: 0

Meteor Shower (1/Scene, Targeting): +d8, Range 60ft/200ft (1 Fire damage per hit—Multiple (6) Targets)
Special Effect: Maximum 2 attacks on a single opponent.
Hands: 0
Traits: Indirect

POWERS

Galaxy Blast (1/scene, Move and Standard): Meteor targets all opponents in a single line which is 15ft wide and 20ft long, and makes a Meteor Blast attack. This Attack deals 3 Fire damage.

HANG-UP

Henchman: Sledge's servants serve at his whim, and he is a harsh master. In any round where Meteor is reduced to half Health, he takes Snag on all Attack rolls as he dreads failing Sledge.

Meteor (Grown)

THREAT LEVEL: 11

SIZE: Towering **HEALTH:** 15
MOVEMENT: 30ft Ground

STRENGTH: 10 **SPEED:** 7
SMARTS: 6 **SOCIAL:** 5

TOUGHNESS: 22 **EVASION:** 17
WILLPOWER: 16 **CLEVERNESS:** 15

SKILLS

- Conditioning +4
- Deception +d6
- Initiative +d4
- Might (Horn)+d6*
- Performance +d4
- Science +d6
- Survival +d6
- Targeting (Meteors)+d8*
- Languages: English

PERKS

Reinforcements (1/scene, Move): Meteor can teleport in 1d6 Vivix to aid him.

Rock Body: Meteor is incredibly tough and has a +2 resilience bonus on Toughness. Furthermore, he is Immune to Fire damage.

ATTACKS

Meteor Blast (Targeting): +d8*, Range 40ft/150ft (2 Fire damage)
Alternate Effect: 1 Fire damage—Multiple (2) Targets (40ft, ↓1)
Hands: 2

Horn (Might): +d6*, Reach (2 Fire damage)
Critical Effect: Target is pushed back 10ft and made Prone.
Hands: 0

Meteor Shower (Targeting): +d8*, Range 60ft/200ft (1 Fire damage per hit—Multiple (6) Targets)
Special Effect: Can only be used once per scene, and maximum 2 Attacks on a single opponent.
Hands: 0
Traits: Indirect

POWERS

Galaxy Blast (1/scene, Move and Standard): Meteor targets all opponents in a single line which is 15ft wide and 20ft long, and makes a Meteor Blast attack. This Attack deals 3 Fire damage.

HANG-UP

Henchman: Sledge's servants serve at his whim, and he is a harsh master. In any round where Meteor is reduced to half Health, he takes Snag on all Attack rolls as he dreads failing Sledge.

Spellbinder

"Nyeh hehe! Once I do this, Sledge will finally free me!"

—Spellbinder entering a magic shop and stealing a pendant for mind control.

Spellbinder is a master of trickery. Through its magic, it can control others and turn them against their allies. Spellbinder always tries to take a long-term view of its machinations, which irritates Sledge immensely.

GM Tips: Spellbinder may be a Monster of the Week, but his ability to turn others can have a huge impact on the Alter Ego side—especially if he turns a trusted NPC against a Ranger!

Spellbinder

THREAT LEVEL: 5

SIZE: Common **HEALTH:** 5
MOVEMENT: 30ft Ground

STRENGTH: 3 **SPEED:** 8
SMARTS: 3 **SOCIAL:** 5

TOUGHNESS: 14 **EVASION:** 19
WILLPOWER: 13 **CLEVERNESS:** 15

SKILLS

- Athletics +d2
- Culture +d4
- Deception +d4
- Infiltration +d4
- Initiative +d2
- Might +d4
- Performance (Rituals) +d4
- Science +d2
- Targeting (Void) +d8*
- Languages: English

PERKS

Sorcery: Many of Spellbinder's attacks and Powers are labeled as Sorcerous. When making a Skill Test using these attacks and Powers against a Non-Mystical target, Spellbinder may re-roll any single skill die involved in the Skill Test but must accept the second result. For more information on sorcery, see the ***Finster's Monster-Matic Cookbook Sourcebook***.

Teleport (2/scene, Move): Spellbinder can use this ability to enter or leave a scene, going. anywhere across the planet and into low orbit if needed.

ATTACKS

Energy Claws (Might; Sorcerous): +d4, Reach (1 Energy damage and 1 Sharp damage)
Alternate Effects: Maneuver (↓1)
Hands: 2

Feather Arrows (Targeting (Void); Sorcerous): +d8*, Range 60ft/150ft (1 Void damage)
Hands: 0
Traits: Accurate (↑1), Ballistic

POWERS

Black Mist (1/scene, Move): Spellbinder shrouds itself in black mist. All Attack Tests against Spellbinder suffer ↓2 until the end of the next turn.

Magic Cape (1/scene, reaction): Spellbinder swirls its cloak and ignores an attack that hits it.

Mind Control (1/scene, Standard; Sorcerous): Spellbinder mind controls a single creature within 30ft. It attempts a **Deception Skill Test against the Willpower Defense** of that creature. On a success, the creature is controlled by Spellbinder. Spellbinder must repeat this attack at the end of each of its turns (no action) or at the end of each scene out of combat to maintain control. On a failure, the creature is free.

EQUIPMENT

Armor: Magic Cape (+1 to Toughness and Evasion; Magical)

HANG-UPS

Cost of Sorcery: Even a master of alien sorcery knows that this kind of power has costs. Spellbinder loses 1 Health when it Fumbles on a Skill Test involving one of its Sorcerous Attacks or Powers.

Henchman: Sledge's servants serve at his whim, and he is a harsh master. In any round where Spellbinder is reduced to half Health, it takes Snag on all Attack rolls as it dreads failing Sledge.

Spellbinder (Grown)

THREAT LEVEL: 8

SIZE: Towering **HEALTH:** 10
MOVEMENT: 30ft Ground

STRENGTH: 5 **SPEED:** 10
SMARTS: 4 **SOCIAL:** 3

TOUGHNESS: 16 **EVASION:** 21
WILLPOWER: 14 **CLEVERNESS:** 13

SKILLS

- Athletics +d2
- Conditioning +2
- Culture +d4
- Deception +d4
- Infiltration +d4
- Initiative +d4
- Might +d4
- Performance +d2
- Science +d4
- Targeting (Energy) +d10*
- Languages: English

PERKS

Sorcery: Many of Spellbinder's attacks and Powers are labeled as Sorcerous. When making a Skill Test using these attacks and Powers against a Non-Mystical target, Spellbinder may re-roll any single skill die involved in the Skill Test but must accept the second result. For more information on sorcery, see the ***Finster's Monster-Matic Cookbook Sourcebook***.

Teleport (2/scene, Move): Spellbinder can use this ability to enter or leave a scene, going anywhere across the planet and into low orbit if needed.

ATTACKS

Energy Claws (Might; Sorcerous): +d4, Reach (2 Energy damage and 2 Sharp damage)
Alternate Effects: Maneuver (↓1)
Hands: 2

Feather Arrows (Targeting (Void); Sorcerous): +d10*, Range 60ft/150ft (2 Void damage)
Hands: 0
Traits: Accurate (↑1), Ballistic

POWERS

Black Mist (1/scene, Move): Spellbinder shrouds itself in black mist. All attack rolls against Spellbinder suffer ↓2 until the end of the next turn.

Magic Cape (1/scene): Spellbinder swirls its cloak and ignores an attack that hits it.

Mind Control (1/scene, Standard; Sorcerous): Spellbinder mind controls a single creature within 30ft. It attempts a **Deception Skill Test against the Willpower Defense** of that creature. On a success, the creature is controlled by Spellbinder. Spellbinder must repeat this attack at the end of each of its turns in combat (no action) or at the end of each scene out of combat to maintain control. On a failure, the creature is free.

EQUIPMENT

Armor: Magic Cape (+1 to Toughness and Evasion; Magical)

HANG-UPS

Cost of Sorcery: Even a master of alien sorcery knows that this kind of power has costs. Spellbinder loses 1 Health when it Fumbles on a Skill Test involving one of its Sorcerous Attacks or Powers.

Henchman: Sledge's servants serve at his whim, and he is a harsh master. In any round where Spellbinder is reduced to half Health, it takes Snag on all Attack rolls as it dreads failing Sledge.

Sledge's Core Crew

While Sledge employs many Threats, the following characters are part of his core crew. All are lieutenants who return time and again, making them excellent recurring foes.

Doomwing

"You're weak Zenowing, just like these Rangers! Hahahaha!!"

—Doomwing as he assumes control over the shared body with Zenowing.

Doomwing and Zenowing are two creatures in one body. One is a highly evil and smart alien, the other is a brave Silver Ranger. Control is a constant fight, with Doomwing usually on top. Physically the two are perfectly matched, and Zenowing wants to be free.

Doomwing

THREAT LEVEL: 8

SIZE: Common **HEALTH:** 11
MOVEMENT: 30ft Ground, 50ft Aerial

STRENGTH: 7 **SPEED:** 7
SMARTS: 6 **SOCIAL:** 2

TOUGHNESS: 19 **EVASION:** 19
WILLPOWER: 16 **CLEVERNESS:** 12

SKILLS

- Conditioning +3
- Deception +d4
- Infiltration +d4
- Initiative +d4
- Might (Swords) +d6*
- Science +d6
- Targeting +d6
- Technology +d6
- Languages: English

PERKS

Durable: Doomwing is incredibly tough and has a +2 resilience bonus on Toughness and Evasion.

Expert Tech: Doomwing has Edge on all Science and Technology Skill Tests.

ATTACKS

Flame Sword (Might (Swords)): +d6*, Reach (1 Sharp and 1 Fire damage)
Alternative Effect: Multiple Targets (2, ↓1)
Critical Effect: Target is pushed back 10ft and made Prone.
Hands: 1
Traits: Fire, Sharp

Doomblast (Targeting): +d6, Range 40/100ft (1 Fire damage)
Critical Effect: Target is Impaired on their next turn
Hands: 1

POWERS

Copycat Attacker (1/scene, Standard): After being hit by an attack, Doomwing can copy the attack on his next turn, as if he were using the same attack. It deals the same damage as it would originally.

Doomslash (1/scene, Standard): Doomwing makes a Doomblast attack, but it deals 3 Fire damage and has Burst 15ft.

HANG-UP

Dual Body: Doomwing and Zenowing constantly fight for control of the same body. When Doomwing reduces an opponent to half Health, he suffers Snag on all Skill Tests until the end of the next turn.

Doomwing (Grown)

THREAT LEVEL: 12

SIZE: Common **HEALTH:** 11
MOVEMENT: 60ft Ground, 90ft Aerial

STRENGTH: 9 **SPEED:** 9
SMARTS: 8 **SOCIAL:** 4

TOUGHNESS: 21 **EVASION:** 21
WILLPOWER: 18 **CLEVERNESS:** 14

SKILLS

- Conditioning +4
- Deception +d4
- Infiltration +d4
- Initiative +d6
- Might (Swords) +d8*
- Science +d8
- Streetwise +d4
- Targeting (Doom Blast) +d6*
- Technology +d8
- Languages: English

PERKS

Durable: Doomwing is incredibly tough and has a +2 to his Toughness and Evasion.

Expert Tech: Doomwing has Edge on all Science and Technology skill tests.

ATTACKS

Flame Sword (Might (Swords)): +d8*, (2 Sharp and 2 Fire damage)

Critical Effect: Target is pushed back 10ft and made Prone.

Hands: 1

Traits: Sharp

Doomblast (Targeting): +d8, Range 40/100 ft (3 Fire damage)

Critical Effect: Target is Impaired on their next turn

Hands: 1

POWERS

Copycat Attacker (1/scene, Standard): After being hit by an attack, Doomwing can copy the attack on his next turn, as if he were using the same attack. It deals the same damage as it would originally have.

Doomslash (1/scene, Standard): Doomwing makes a Doomblast attack, but it deals 3 Fire damage and has Burst 15ft.

HANG-UP

Dual Body: Doomwing and Zenowing constantly fight for control of the same body. When Doomwing reduces an opponent to half Health, he suffers Snag on all Skill Tests until the end of the next turn.

Fury

"RAAAARGGH!"

—Fury unleashing pent-up rage.

Fury has been on Earth since the time of the dinosaurs, and is one of Sledge's most powerful lieutenants, though often ridiculed by the others for his failed attempts to gain the Energems. His rage is barely kept in check, and he hates Keeper and the Rangers with an unbridled passion.

Fury

THREAT LEVEL: 9

SIZE: Common **HEALTH:** 12
MOVEMENT: 40ft Ground

STRENGTH: 8 **SPEED:** 7
SMARTS: 5 **SOCIAL:** 4

TOUGHNESS: 20 **EVASION:** 19
WILLPOWER: 15 **CLEVERNESS:** 14

SKILLS

- Alertness +d6
- Conditioning +3
- Deception +d4
- Finesse (Martial Arts) +d4*
- Initiative +d4
- Might (Swords) +d8*
- Streetwise +d4
- Survival +d4
- Targeting +d4
- Languages: English

PERKS

Contained Rage: Fury has learned to focus through rage. All attempts to distract him suffer ↓1.

Durable: Fury is incredibly tough and has a +2 to his Toughness and Evasion.

Furious Strikes: Fury can make up to two Attacks when he takes the Attack action.

ATTACKS

Seven-Branched Sword (Might (Swords)): +d8*, Reach (2 Sharp damage)
Critical Effect: Target is pushed back 5ft and made Prone.
Hands: 1
Traits: Sharp

Claws (Finesse (Martial Arts)): +d4*, Reach (1 Sharp damage)
Alternate Effects: Maneuver (↓1)
Hands: 2
Traits: Sharp

Fury Thunder (Targeting): +d4, Range 40/100ft (1 Electricity damage—Blast: 5ft radius)
Critical Effect: Target is pushed back 20ft and Stunned until the end of their next turn
Hands: 2

POWERS

Chest Trap (1/scene, Standard): Fury imprisons a creature in his chest. He attempts a **Deception Skill Test against the Willpower Defense** of one target within 15ft. On a success, the creature is trapped inside Fury's body, gains the Restrained Condition, and suffers 1 Fire damage, while Fury heals 1 damage. On subsequent turns, Fury can use a Free action to deal 1 Fire damage to the trapped and heal 1 damage once per turn. While he has someone trapped, Fury gains ↑1 on all Skill Tests as he draws on their energy.

The creature trapped in Fury's chest can attempt a **DIF 15 Brawn Skill Test** to escape as a Standard action. They are also freed when Fury is Defeated or when Fury releases them as a Free action (usually when the trapped character is Defeated). Freed characters appear in an unoccupied space adjacent to Fury.

HANG-UP

Henchman: Sledge's servants serve at his whim, and he is a harsh master. In any round where Fury is reduced to half Health, he takes Snag on all Attack rolls as he dreads failing Sledge.

Fury (Grown)

THREAT LEVEL: 13

SIZE: Towering **HEALTH:** 16
MOVEMENT: 40ft Ground

STRENGTH: 10 **SPEED:** 9
SMARTS: 7 **SOCIAL:** 6

TOUGHNESS: 22 **EVASION:** 21
WILLPOWER: 17 **CLEVERNESS:** 16

SKILLS

- Alertness +d6
- Brawn +d4
- Conditioning +3
- Deception +d6
- Finesse (Martial Arts) +d4*
- Initiative +d6
- Might (Swords) +d8*
- Science +d2
- Streetwise +d6
- Survival +d6
- Targeting +d6
- Languages: English

PERKS

Contained Rage: Fury has learned to focus through rage. All attempts to distract him suffer ↓1.

Durable: Fury is incredibly tough and has a +2 to his Toughness and Evasion.

Greater Furious Strikes: Fury can make up to three Attacks when he takes the Attack action. The third attack suffers Snag.

ATTACKS

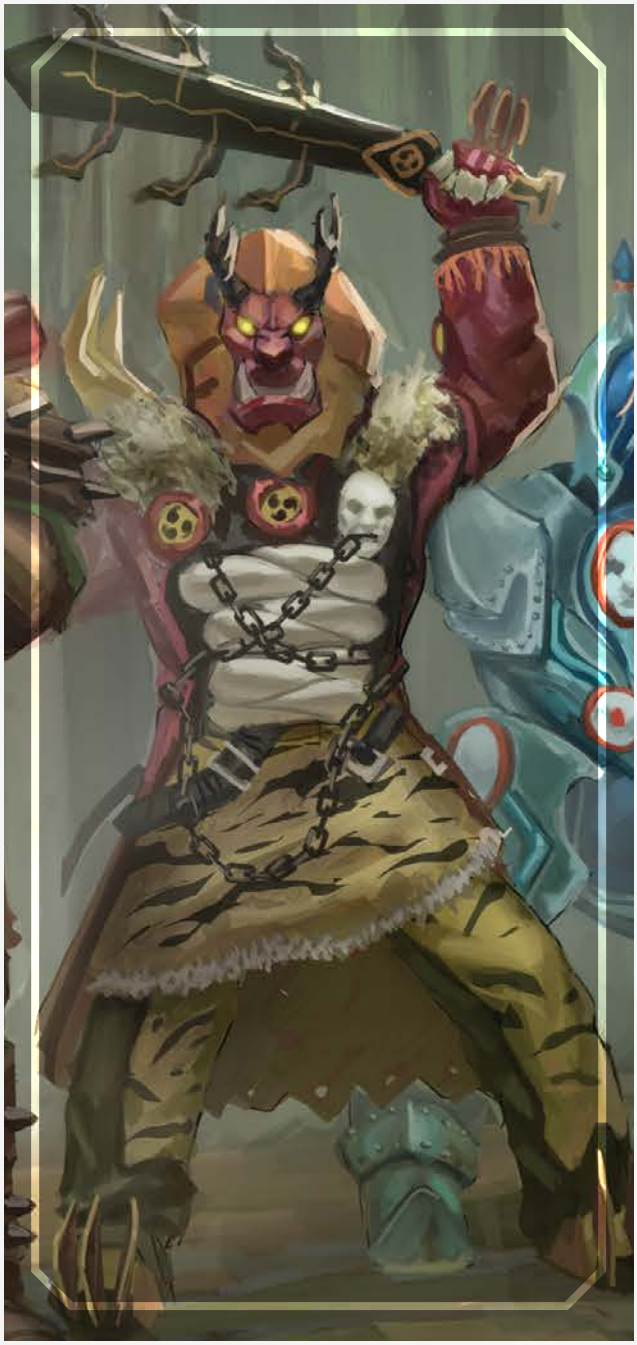
Seven-Branched Sword (Might (Swords)): +d8*, Reach (3 Sharp damage)
Critical Effect: Target is pushed back 5ft and made Prone.
Hands: 1
Traits: Sharp

Claws (Finesse (Martial Arts)): +d4*, Reach (2 Sharp damage)
Alternate Effects: Maneuver (↓1)
Hands: 2
Traits: Sharp

Fury Thunder (Targeting): +d6, Range 40/100 ft (2 Electricity damage—Blast: 5ft radius)
Critical Effect: Target is pushed back 20 feet and Stunned
Hands: 2

POWERS

Chest Trap (1/scene, Standard): Fury imprisons a creature in his chest. He attempts a **Deception Skill Test against the Willpower Defense** of one target (a component piece if facing a combined foe) within 15ft. On a success, the creature is trapped inside Fury's body, gains the Restrained Condition, and suffers 2 Fire damage, while Fury heals 2 damage. On subsequent turns, Fury can use a Free action to deal 2 Fire damage to the trapped and heal 2 damage once per turn. While he has someone trapped, Fury gains ↑2 on all Skill Tests as he draws on their energy.



The creature trapped in Fury's chest can attempt a **DIF 15 Brawn Skill Test** to escape as a Standard action. They are also freed when Fury is Defeated or when Fury releases them as a Free action (usually when the trapped character is Defeated). Freed characters appear in an unoccupied space adjacent to Fury.

HANG-UP

Henchman: Sledge's servants serve at his whim, and he is a harsh master. In any round where Fury is reduced to half Health, he takes Snag on all Attack rolls as he dreads failing Sledge.

Poisandra

"Sledgums! So, that's the Keeper creature that's stopping us from getting married?"

—Poisandra as she questions Sledge's commitment to their relationship.

Among all the creatures aboard Sledge's ship, Poisandra holds the distinction of being the only one who can mellow his iron-clad heart. The two are genuinely in love, though Sledge isn't too keen on committing to marriage. He is very protective of her, and never willingly sends her into battle, though she has got herself into that predicament on a few occasions. As far as is known, Poisandra has never been targeted with the Magna-Beam and increased in size perhaps as a result of some lingering unwillingness on Sledge's part to exposure her to the danger that facing the full power of the Rangers' Zords.

At one point, Poisandra was lonely, and to avoid being hassled, Sledge ordered Wrench to create a companion for her. The result was Curio, her inseparable partner in crime. Together, the two monsters have made life interesting, for the other creatures aboard Sledge's ship, though they seem particularly determined to irritate Fury, to the point where he often loses control of himself. Together, she and Curio might be the only creatures aboard the ship who are not outright evil, even if their antics are questionable at best.

Poisandra

THREAT LEVEL: 11

SIZE: Common **HEALTH:** 11
MOVEMENT: 30ft Ground

STRENGTH: 7 **SPEED:** 7
SMARTS: 6 **SOCIAL:** 8

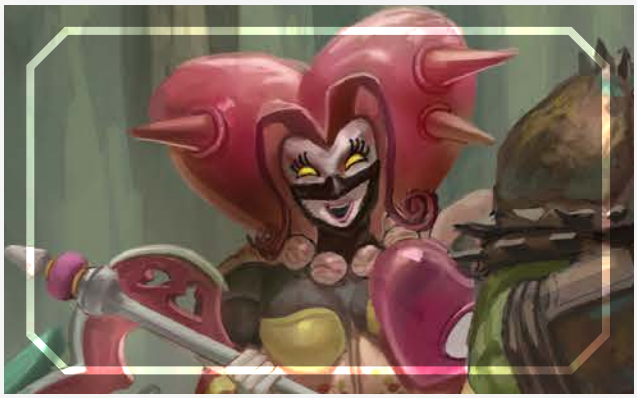
TOUGHNESS: 17 **EVASION:** 17
WILLPOWER: 16 **CLEVERNESS:** 18

SKILLS

- Acrobatics +d2
- Athletics +d4
- Conditioning +2
- Culture +d6
- Deception +d6
- Initiative +d6
- Might (Melee) +d4*
- Performance +d4
- Persuasion +d6
- Targeting (Psychic)+d4*
- Technology +d6
- Languages: English

PERKS

Curio: Poisandra is always accompanied by her friend Curio. Curio was created by Wrench to ensure that Poisandra was never lonely. Curio always backs her up, and as such Poisandra has Edge on all Social Skill Tests and gains Edge on one non-Social Skill Test per turn. Curio counts as a part of Poisandra for combat purposes, and cannot be targeted separately.



Sledge's Bride-to-Be (1/scene, Move): Sledge genuinely cares for Poisandra. As a result, she is always able to call in a group of bodyguards to help her and can teleport in 1d4 Spikeballs or 1d6 Vivix.

ATTACKS

Heart Axe (Might): +d6, Reach (2 Sharp damage)
Critical Effect: Target is Stunned until the end of their next turn.
Hands: 2
Traits: Sharp

Dance of Joy (Targeting): +d4, Range 30ft/100ft (2 Psychic damage—Blast: 10ft radius)
Critical Effect: Target is Blinded until the end of their next turn.
Hands: 2

POWERS

Magical Make-Up: Poisandra has the same attacks and powers that Beauticruel has, as the make-up was originally Poisandra's.

Combined Forces (1/Scene, Standard): By combining Poisandra's axe, Curio's mallet, Fury's branch sword, and Wrench's axe, the villains can make a special attack similar to the Rangers' combined weapons. This attack uses the highest Targeting Skill among the villain team, has a Range of 60ft, and deals 6 Energy damage in a 20ft Blast.

HANG-UP

Not That Evil: Poisandra has little concept of evil, and along with Curio seems to be set on causing mischief instead, even having gone on holiday during Sledge's mission to capture the Energems. As a result of their antics, all other Threats in the scene suffer ↓1 to their Attack rolls.

Wrench

"There's ten million gigavolts going through this. It could blow up the whole ship. I have to be careful!"

—Wrench explains to Fury why fixing the lasers on Sledge's ship takes time.

Wrench

Wrench is one of the smartest creatures in the universe, and the inventor of numerous improvements and weapons aboard Sledge's ship. There's nothing this alien mechanic can't fix given time. In his position as chief mechanic, he invented the Reanimator—likely his topmost achievement to date. He likes Curio and Poisandra but they often frustrate him with their antics. He fears Fury, and is downright terrified of Sledge, though he greatly respects the bounty hunter.

GM Tips: Wrench is at his strongest as a support character, providing artillery support with his energy blast attacks or by using his Reanimator power to revive defeated Threats. His Genius Perk also lets him repair or heal allies with his high Science and Technology Skills as a Free action once per turn.

THREAT LEVEL: 10

SIZE: Common **HEALTH:** 10
MOVEMENT: 30ft Ground

STRENGTH: 7 **SPEED:** 5
SMARTS: 10 **SOCIAL:** 4

TOUGHNESS: 19 (2 plating armor)
EVASION: 15
WILLPOWER: 20 **CLEVERNESS:** 14

SKILLS

- Brawn +d2
- Conditioning +3
- Initiative +d2
- Might +d6
- Persuasion +d4
- Science +d10
- Streetwise +d4
- Targeting (Energy)+d6*
- Technology +d10
- Languages: English

PERKS

Armored Body: Wrench is entirely mechanical. He has a +2 plating armor bonus to Toughness.

Genius: Wrench as Edge on all Science and Technology Skill Tests. Once per turn, he may make a Science or Technology Skill Test as a Free action.

Teleport (2/scene, Move): Wrench can use this ability to enter or leave a scene. This can take it anywhere across the planet and into low orbit if needed.

Three Steps Ahead: Wrench can make two attacks when he takes the Attack action.

Vivix Fix That! (1/scene, Move): Wrench is an essential part of the crew and has numerous assistants. He can teleport in 1d6 Vivix to assist him.

ATTACKS

Power Axe (Might): +d6, Reach (2 Sharp damage)
Critical Effect: Target is pushed 10ft away
Hands: 2
Traits: Sharp

Energy Blasts (Targeting (Energy)): +d6*, Range 60ft/150ft (1 Void damage)
Hands: 0
Traits: Accurate (↑1), Ballistic

POWERS

Reanimator (1/scene, Move and Standard): Wrench can restore a Defeated Threat to life. This brings any defeated creature with a Threat Level of 10 or below back into play with half Health.

HANG-UP

Henchman: Sledge's servants serve at his whim, and he is a harsh master. In any round where Spellbinder is reduced to half Health, it takes Snag on all Attack rolls as it dreads failing Sledge.

Sledge

"Finally, the Energems will be mine, and I'll rule the universe!"

—Sledge as he corners one of the Power Rangers.

Sledge is one of the most powerful creatures in the universe and a ruthless bounty hunter out for dominance. His only weakness is his love of Poisandra and his intolerance of the incompetence of others. His ship is filled with a loyal crew, and the creatures he has captured, all of which he would gladly sacrifice (maybe even Poisandra) for vengeance against Keeper and obtaining the Energems.

GM Tips: Sledge is incredibly powerful and a challenge to even a veteran team of Rangers. Sledge prefers direct action over indirect manipulation and is extremely vengeful against those who fail him. His impatience sometimes leads him to take chances that a more patient villain would deftly avoid. Sledge is busy keeping the creatures aboard his ship in check, which is why he sends his minions to do his work, and he should serve as a final villain for a campaign, one that's only hinted at in fear by the creatures faced by the Rangers.

Sledge

THREAT LEVEL: 15

SIZE: Common **HEALTH:** 18
MOVEMENT: 30ft Ground, 50ft Aerial

STRENGTH: 11 **SPEED:** 10
SMARTS: 8 **SOCIAL:** 7

TOUGHNESS: 24 (3 plating armor) **EVASION:** 23 (3 plating armor)
WILLPOWER: 18 **CLEVERNESS:** 17

SKILLS

- Alertness +d6
- Brawn +d4
- Deception +d6
- Infiltration +d4
- Initiative +d6
- Intimidation +d6
- Might (Brawling) +d10*
- Persuasion +d4
- Science +d4
- Streetwise +d4
- Targeting (Energy) +d8*
- Technology +d6
- Languages: English

PERKS

The Boss! (1/scene, Move): Sledge can teleport in 2d6 Vivix, 1d6 Spikeballs, or a Threat Level 10 or less ally for assistance.

ATTACKS

Sledge's Blaster (Targeting (Energy)): +d8*, Range 40ft/150ft (2 Energy damage)
Hands: 1
Traits: Anti-Tank, Armor Piercing, Accurate (↑1)

Fists (Might (Brawling)): +d10*, (3 Blunt damage)
Alternate Effects: Maneuver (↓1)
Critical Effect: Target is pushed back 10ft and made Prone.
Hands: 2
Traits: Anti-Armor

POWERS

Restraining Field (1/scene, Standard): Sledge uses this field to capture his prey alive. He attempts a **Targeting Skill Test against the Evasion Defense** of all creatures in a 30ft radius Blast (who must all be within 200ft). On a success, the target is Restrained until they succeed at a **DIF 18 Brawn Skill Test.**

EQUIPMENT

Armor: Ancient Armor (Sledge's ancient armor is tough but erratic. It gives him a +3 plating bonus on Toughness and Evasion. This bonus decreases by 1 each time a foe achieves a Critical Success on an attack against him [minimum +0].)

HANG-UP

Impatient: Sledge is impatient and intolerant of failure. If an ally in the scene fails a Skill Test, Sledge immediately makes an attack against them (ranged or melee as appropriate). This does not count against his normal actions.

Sledge (Grown)

THREAT LEVEL: 19

SIZE: Towering **HEALTH:** 23
MOVEMENT: 30ft Ground, 50ft Aerial

STRENGTH: 13 **SPEED:** 12
SMARTS: 10 **SOCIAL:** 9

TOUGHNESS: 26 (3 plating armor)
EVASION: 25 (3 plating armor)
WILLPOWER: 20 **CLEVERNESS:** 19

SKILLS

- Alertness +d8
- Brawn +d4
- Conditioning +4
- Deception +d8
- Infiltration +d4
- Initiative +d6
- Might (Brawling) +d12*
- Persuasion +d6
- Science +d4
- Streetwise +d4
- Targeting (Energy) +d12*
- Technology +d8
- Languages: English

PERKS

The Boss! (1/scene, Move): Sledge can teleport in 2d6 Vivix or 1d6 Spikeballs for assistance.

ATTACKS

Sledge's Blaster (Targeting (Energy)): +d12*, Range 80ft/300ft (4 Energy damage)
Hands: 1
Traits: Anti-Tank, Armor Piercing, Accurate (↑1)

Fists (Might (Brawling)): +d12*, Reach (5 Blunt damage)
Alternate Effects: Maneuver (↓1)
Critical Effect: Target is pushed back 10ft and made Prone.
Hands: 2
Traits: Anti-Tank

POWERS

Restraining Field (1/scene, Standard): Sledge uses this field to capture his prey alive. He attempts a **Targeting Skill Test against the Evasion Defense** of all creatures in a 30ft radius Blast (who must all be within 200ft). On a success, the target is Restrained until they succeed at a **DIF 20 Brawn Skill Test**.

EQUIPMENT

Armor: Ancient Armor (Sledge's ancient armor is tough but erratic. It gives him a +3 plating bonus on Toughness and Evasion. This bonus decreases by 1 each time a foe achieves a Critical Success on an Attack against him [minimum +0].)

HANG-UP

Impatient: Sledge is impatient and intolerant of failure. If an ally in the scene fails a Skill Test, Sledge immediately makes an attack against them (ranged or melee as appropriate). This does not count against his normal actions.

Snide

The outlaw half of a man named Heckyl, Snide came to be when the man made contact with the corrupting energies found within the Dark Energem. When Sledge disappeared, Snide took command of many monsters to form his own vile crew.

GM Tips: At first glance, few Power Rangers would think Snide is as steeped in Dark Dimension energy as he is, and how powerful it has actually made him. He is a mighty enemy who carries a secret, better self, inside of this energized prison of a body.

Power Rangers that are forced into combat with Snide can expect powerful hits that come out of nowhere, and a constantly flicking piece of the monster that sucks away the very Power that fuels so many of the Rangers' abilities.

Snide, Dark Boss of Sledge's Crew

THREAT LEVEL: 14

SIZE: Common **HEALTH:** 14
MOVEMENT: 40ft Ground

STRENGTH: 10 **SPEED:** 9
SMARTS: 7 **SOCIAL:** 8

TOUGHNESS: 24 **EVASION:** 19
WILLPOWER: 17 **CLEVERNESS:** 18

SKILLS

- Acrobatics +d4
- Alertness +d2
- Athletics +d6
- Culture +d2
- Deception +d4
- Driving (Zord) +d4*
- Initiative +d2
- Intimidation +d6
- Might (Swordplay) +d6*
- Performance +d2
- Persuasion (Commands) +d4*
- Science +d4
- Streetwise +d4
- Targeting +d6
- Technology +d6
- Languages: Contact with the Dark Energem granted fluency in all known languages

PERKS

Evil Side Rush: A product of evil, Snide is drawn to those closer to their own end. As long as he has moved toward a target that is not at its current maximum Health, Snide gains ↑1 on all attacks targeting them this turn.

Relentless Attack: If Snide does not move in any way, he is allowed to make two Anguish Blade or Gauntleted Strike attacks against the same target.

Split Personality: Snide draws upon facets of his own violent instincts, but also can use hints of Heckyl's tactical intelligence. This collection of fractured but useful thoughts make obstacles seem like nothing to him. Snide may never Downshift a Skill Test lower than the 1d2 Skill Level.

ATTACKS

Anguish Blade (Might): +d6*, Reach (2 Sharp damage)
Alternate Effects: Anti-Tank (↓1)
Hands: 1
Traits: Medium, Sharp, Silent

Energy Beams (Targeting): +d6, Range 30ft/60ft (2 Energy damage)
Requirements: Must be wielding the Anguish Blade
Hands: 1
Traits: Energy, Silent

Gauntleted Strike (Might): +d6, Reach (2 Blunt damage)
Alternate Effects: Maneuver (↓1)
Hands: 1
Traits: Blunt, Silent

POWERS

Exploding Sword (2/scene; Standard): Snide makes a single Anguish Blade attack against one target, but the effects of that attack are applied to all enemies within 15 feet of the target.

Power Leap (1/turn; Standard and Move): Leaping high into the air, Snide rolls his Athletics skill to determine the distance of the jump, which is tripled. Upon landing, one target within Reach in the new position can be attacked with a Gauntleted Strike.

Slash Tether (1/turn; Standard; Athletics vs. Evasion): Lashing out with a tentacle from his chest, he siphons away the energies of existence. This Power attacks up to three targets within 20 feet, draining 1d2 Personal Power for each Degree of Success. For each Personal Power the tentacle cannot drain, the target instead loses 1 Strength Essence.

Teleportation (1/turn; Standard): Snide can step between worlds momentarily, teleporting to any location within 100 feet he can see. Alternately, he can use this power to enter or exit a scene completely.

EQUIPMENT

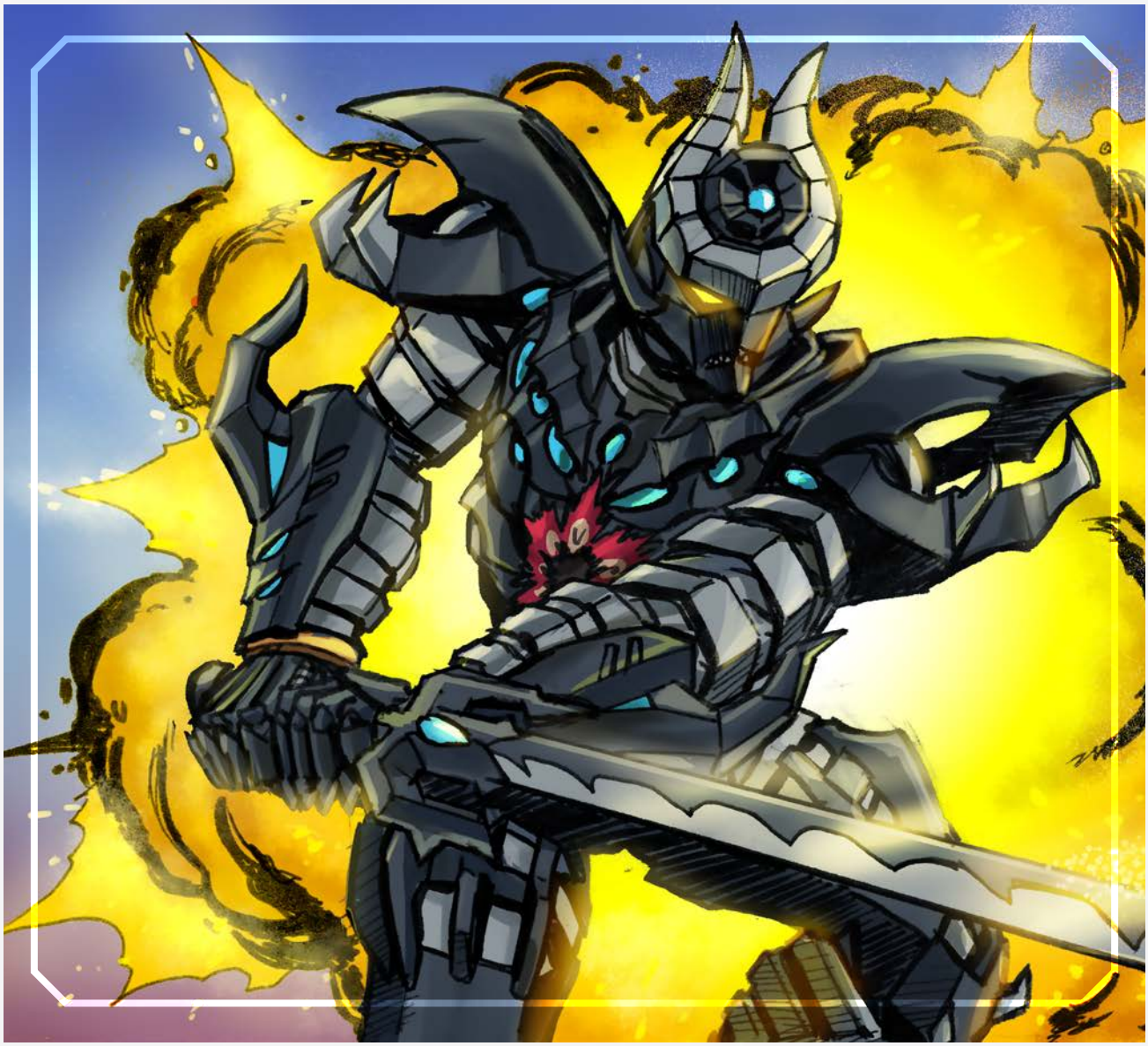
Armor: Dark Crystalline Plate (+4 plating armor to Toughness; Resistance to Laser)

Weapons: Anguish Blade

Other: Dark Morpher

HANG-UP

Heckyl & Snide: The two pieces of this being's existence are always vying for control over its corporeal existence. Anything that might shake up Snide's control can be problematic. Anytime Snide suffers Psychic damage from any source, he has Snag on all Skill Tests until the end of his next turn from the mental struggle.



Lord Arcanon's Subjects

Lord Arcanon tends to pull the strings from afar and only appears as the mastermind toward the end of Power Rangers: Super Dino Charge. Focused completely on gaining the Energems, any additional forces under Lord Arcanon's banner, whether adapted from other ***Power Rangers Roleplaying Game*** sources or created, should have the Energem Obsession Perk, gaining ↑1 on Skill Tests when taking actions directly related to gaining an Energem.

Singe

Singe is a deceitful and ruthless alien in the service of Lord Arcanon, inserting himself into Sledge's Gang when he crashes on Earth and manipulating them to serve his master's plans. Singe uses fire-themed weaponry, including a blaster and a heat-throwing sword, as well as flame and laser weaponry built into his armor.

Singe

THREAT LEVEL: 11

SIZE: Common **HEALTH:** 13
MOVEMENT: 30ft Ground

STRENGTH: 9 **SPEED:** 8
SMARTS: 5 **SOCIAL:** 6

TOUGHNESS: 19 **EVASION:** 18
WILLPOWER: 15 **CLEVERNESS:** 16

SKILLS

- Alertness +d6
- Athletics +d4
- Brawn +d2
- Conditioning +2
- Deception (Bluffing) +d6*
- Finesse (Swords) +d6*
- Might +d8
- Persuasion +d4
- Targeting (Fire) +d6*
- Technology +d4

PERKS

Energem Obsession: Singe gains ↑1 on Skill Tests when taking actions directly related to gaining an Energem.

Fire Blooded: Singe is immune to Fire damage.

ATTACKS

Last Blaster (Targeting (Fire)): +d6*, Range 40ft/80ft (1 Fire damage)
Alternate effects: 2 Energy, Multiple Targets (3), Trip, can only be used once every other round.
Hands: 1

Wave Flare (Targeting (Fire)): +d6*, Range 100ft/200ft (3 Fire damage)
Hands: 1
Traits: Anti-Tank, Armor-Piercing, Area, Trip

Energy Hand Laser (Targeting): +d6, Range 30ft/60ft (1 Fire damage)
Hands: 0

Sword (Finesse (Swords)): +d6*, Reach (1 Sharp damage)
Alternate Effects: Targeting +d8*, 20ft/60ft (1 Fire damage Blast 10ft)
Hands: 1

Zotak Ring Controller (Finesse): +d6, 40 ft/80 ft (Special; see Zotak Ring under Powers)
Hands: 1

POWERS

Zotak Ring (1/scene): A Zotak ring is an expandible rubber-like band that can be wrapped around an object or part of a creature. When wrapped around a handheld object, it completely renders the item unusable. A Power Ranger, for example, who finds their power coin or Energem wrapped is unable to morph. When wrapped around the body part of a creature, such as the horns or a wrist, the affected creature has a Snag on all Skill Tests using integrated powers and attacks.

Zotak Rings are difficult to remove without damaging the item they bind. It requires an appropriate DIF 25 Skill Test (such as Infiltration, Brawn, Science, or a similar Skill) and, if the test succeeds, the affected body part or item is also damaged. A wrist may be broken, an Energem cracked, or a weapon broken. The extent of the damage and the steps required to fix it is at the Game Master's discretion, but they should impose great inconvenience.

HANG-UPS

Fragile Controller: Singe's Zotak Ring Controller is fragile. If targeted and destroyed (requires a Snag to hit against Singe's appropriate Defense and has 1 Health), then any active Zotak rings dissolve, freeing the objects they depowered.

Headaches: Singe tends to get headaches when facing Power Rangers, perhaps due to being negatively attuned with the Morphin Grid. While this usually doesn't affect his fighting capabilities, a Ranger that notices Singe having a headache can spend a Story Point to give Singe a Snag on all Skill Tests until the end of his next turn.

Lord Acanon

Lord Arcanon is a powerful warlord who uses the power of the Dark Energem to twist others into serving him. He is always looking for criminals to recruit and reshape into minions for the vast army he needs to conquer the universe. A powerful villain in his own right, Lord Arcanon's greatest weakness is his own hubris.

Lord Arcanon

THREAT LEVEL: 14

SIZE: Common **HEALTH:** 14
MOVEMENT: 30ft Ground

STRENGTH: 10 **SPEED:** 15
SMARTS: 10 **SOCIAL:** 5

TOUGHNESS: 20 **EVASION:** 25
WILLPOWER: 20 **CLEVERNESS:** 15

SKILLS

- Alertness +d4
- Athletics +d2
- Brawn +d8
- Culture +d8
- Deception +d6
- Finesse (Martial Arts) +d8*
- Initiative +d8
- Intimidation (Frighten) +d8*
- Persuasion +d4
- Targeting (Energy) +d10*
- Technology +d8

PERKS

Energem Obsession: Lord Arcanon gains ↑1 on Skill Tests directly related to gaining an Energem.

Fearsome Reputation: Lord Arcanon gets a ↑2 shift on Intimidation (Frighten) Skill Tests when his reputation is known.

Improved Mastermind: Lord Arcanon acts as normal on his turn. In addition, he takes a second turn on his initiative –10. If his initiative score is 10 or less, he gains this Standard action on Initiative 0. Lord Arcanon can make two attacks when he takes the Attack action.

ATTACKS

Corrupting Presence (Intimidation (Frighten)): +d8*, Range 50ft (2 Void damage and the target is Frightened until the end of Lord Arcanon's next tun)
Special: This attack benefits from Lord Arcanon's Fearsome Reputation Perk.
Hands: 0
Traits: Void

Energy Stream (Targeting (Energy)): +d10*, Range 40ft/80ft (2 Energy damage)
Hands: 0
Traits: Laser

Unarmed Combat (Finesse (Martial Arts)): +d8*, Reach (1 Blunt damage)
Alternate Effects: 2 Blunt damage (↓1), Maneuver (↓1)
Hands: 0

POWERS

Levitation (Move): By making a Targeting Skill Test, Lord Arcanon can levitate a creature within 60 feet of him. If the attack succeeds, Lord Arcanon can raise the creature up to 30 feet and hold them there for 1d4 rounds. When released, the target suffers 3 Blunt damage from the fall unless they have an aerial movement.

This Will Be Amusing! (2/Scene, Move): Lord Arcanon's power causes even the mighty to tremble before him. He makes an **Intimidation (Frighten) Skill Test against the Willpower of one enemy**. On a success, he removes two Story Points from the enemy's pool.

HANG-UP

Arrogant: Lord Arcanon believes himself to be the smartest, most powerful being in the universe. Unfortunately for him, that gives him a potentially fatal flaw: he seems unable to detect treachery from those under him, believing that they are so cowed by his magnificence that they would never even think of turning against him.

Lord Arcanon (Dark Energem Form)

If Lord Arcanon has access to Sledge's ship or another facility that enables him to grow, then he can use the Dark Energem to infuse himself with power, transforming into a more powerful form. At this height, Lord Arcanon can engage Zords.

THREAT LEVEL: 20

SIZE: Common **HEALTH:** 22
MOVEMENT: 30ft Ground

STRENGTH: 13 **SPEED:** 17
SMARTS: 13 **SOCIAL:** 5

TOUGHNESS: 23 **EVASION:** 27
WILLPOWER: 23 **CLEVERNESS:** 15

SKILLS

- Alertness +d8
- Athletics +d4
- Brawn +d8
- Culture +d10
- Deception +d6
- Finesse (Martial Arts) +d8*
- Intimidation (Frighten) +d12*
- Initiative +d10*
- Persuasion +d4
- Targeting (Energy) +d10*
- Technology +d8

PERKS

Energem Obsession: Lord Arcanon gains ↑1 on Skill Tests when taking actions directly related to gaining an Energem.

Fearsome Reputation: Lord Arcanon gets a ↑2 shift on Intimidation (Frighten) Skill Tests when his reputation is known.

ATTACKS

Corrupting Presence (Intimidation (Frighten)): +d12*, Range 50ft (3 Void damage and the target is Frightened until the end of Lord Arcanon's next tun)
Special: This attack benefits from Lord Arcanon's Fearsome Reputation Perk.
Hands: 0
Traits: Fear, Void

Energy Stream (Targeting): +d10*, Range 40ft/80ft (3 Energy damage)
Hands: 0
Traits: Laser

Energy Whip (Finesse): +d10, Range Reach×3 (2 Energy damage); instead of doing damage, Lord Arcanon may choose to grapple. Targets grappled in this way are Restrained.
Hands: 1
Traits: Laser

Mouth Laser (Targeting): +d10*, Range 40ft/80ft (4 Laser damage)
Hands: 0
Traits: Laser

Unarmed Combat (Finesse (Martial Arts)): +d10*, Reach (3 Blunt damage)
Alternate Effects: 3 Stun (↓1), Maneuver (↓1)
Hands: 0

POWERS

Fires of Chaos (1/Scene, Standard): Lord Arcanon can create a large cloud 60ft wide and drop flaming rocks onto the ground below. Creatures within the affected area must succeed on a **DIF 12 Acrobatics Skill Test** or suffer 2 Energy damage.

Levitation (Move): By making a Targeting Skill Test, Lord Arcanon can levitate a creature within 60 feet of him. If the attack succeeds, Lord Arcanon can raise the creature up to 100 feet and hold them there for 1d4 rounds. When released, the target suffers Blunt damage from the fall based on height, unless they have an aerial movement.

Shield Generation (3/Scene, Special): In response to an attack, Lord Arcanon can summon a force field that adds +4 to his Toughness defense and makes him immune to energy attacks until the beginning of his next turn.

This Will Be Amusing! (2/Scene, Move): Lord Arcanon's power causes even the mighty to tremble before him. He makes an **Intimidation (Frighten) Skill Test against the Willpower of one enemy**. On a success, he removes two Story Points from the enemy's pool.

HANG-UPS

Arrogant: Lord Arcanon believes himself to be the smartest, most powerful being in the universe. Unfortunately for him, that gives him a potentially fatal flaw; he seems unable to detect treachery from those under him, believing that they are so cowed by his magnificence that they would never even think of turning against him.

Magna-Beam Arcanon

The statistics provided for the Dark Energem form of Lord Arcanon is in his enlarged form when he is strong enough to fight Zords. In his final encounter with the Power Rangers, however, Lord Arcanon transformed and used some of his Dark Energem powers while still in his normal (albeit more menacing form). While in this transitory form, Lord Arcanon still uses his normal statistics, but he has 16 health and may use his new weapons and powers.

PSYCHOLOGY
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